UFO STOMPER

USER MANUAL v1.0

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Dear valued customer,

Congratulations and thank you for purchasing the UFO STOMPER from TRIOTECH AMUSEMENT. We are certain you will not be disappointed with your purchasing decision. The UFO STOMPER is one of a kind with it's unique floor technology and the huge UFO on top that will attract crowds of people around it.

UFO Stomper is a revolution in interactive coin-op gaming with 10 multiplayer games featuring funny aliens and many other original characters! It features a world's first interactive floor with instant action feedback and a PATENT PENDING shadow-free floor projection system.

- Interactive Floor with instant reaction (proprietary floor sensors)
- PATENT PENDING double projection system with SHADOW FREE technology
- Huge UFO Model (9 feet diameter) will make it the CENTER OF ATTRACTION!
- 1,2,3 or 4 Players
- REDEMPTION ticket dispenser (the winning player gets the tickets!)
- Spectators can see the game from all 4 sides and the in game action trough the 2 widescreen monitors showing the player.

Surround sound system with 4 speakers and subwoofers

Sincerely,

TRIOTECH

Table of Contents

Installation Requirements

Before you begin the installation, make sure you locate an appropriate emplacement.

You will need approximately 18.5' x 9,5' (6M x 3M) to complete the installation.

After installation is completed the space required will be approximately 9.5' x 9.5'(3M x 3M).

It is very important to have the appropriate power requirements for the machine, We recommend at least **110** volts & **8** Amps or **220** volts & **4** Amps, the machine should be connected to a dedicated circuit breaker.

Refer to the installation manual to complete the assembly.

[2794]
110.00

[2794]
110.00

[2794]
110.00

[3175]
125.00

[2794]
110.00
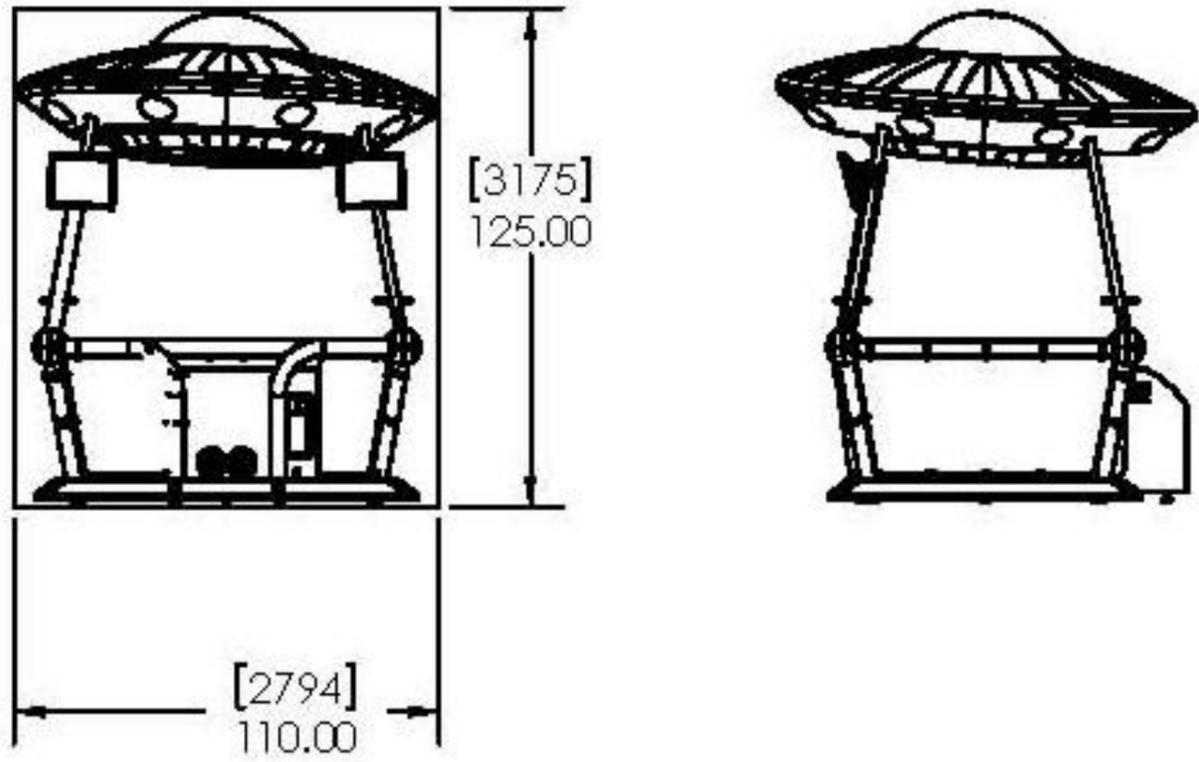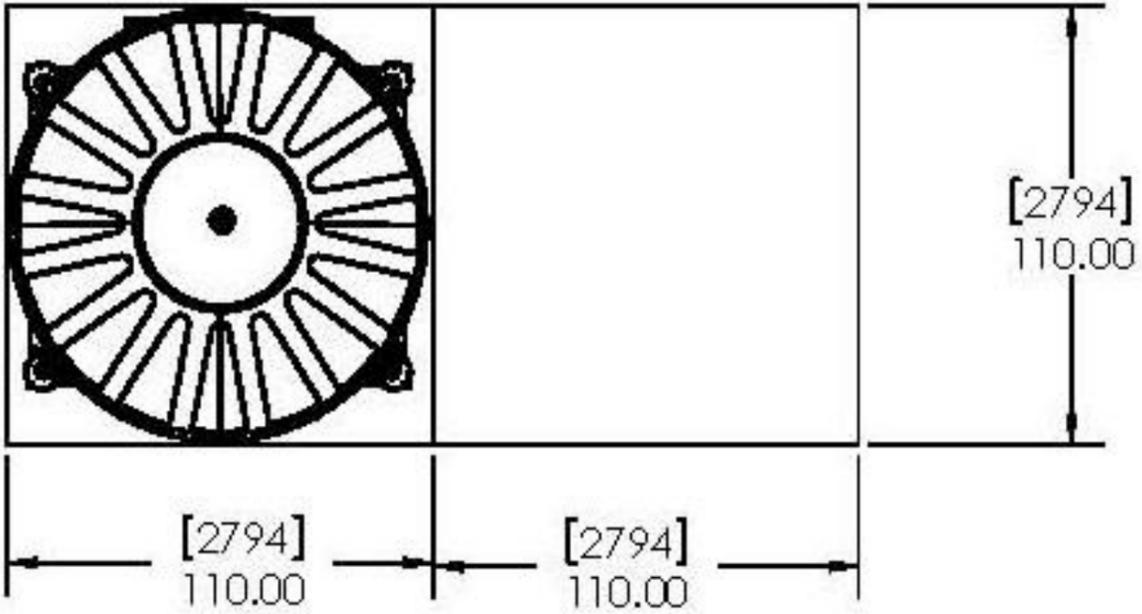
Configuration

This chapter explains every manus accessible with the setup buttons located in the coin door, as shown on page 9.

You have 4 different buttons to help you make your selections. The first one is the service button, this button will bring up the configuration menu when you are in attract mode.

The second and third buttons are used to navigate trough the menus, UP & DOWN.
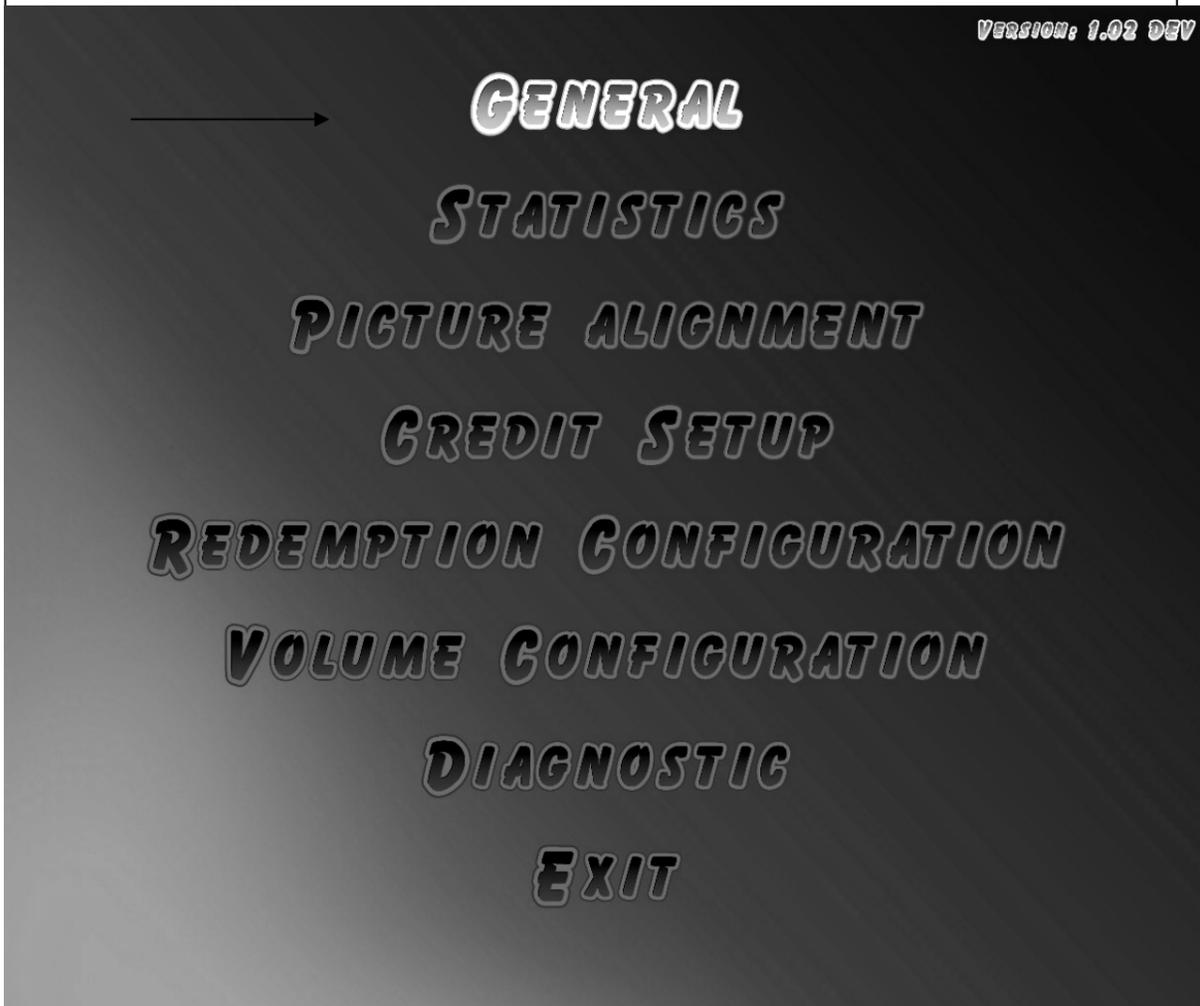
The last button is ENTER, to select a sub-menu or to change a value.

Below you can see the 4 selection buttons that are located in the coin door.
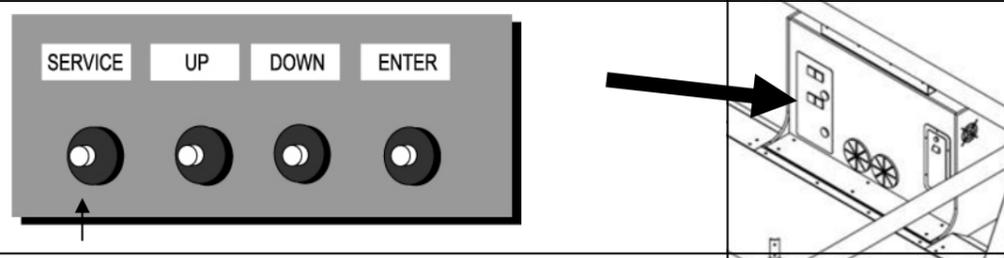
Press the service button to access the main configuration screen.

Bellow you can see the Main configuration screen. Navigate using the UP & DOWN buttons and press enter to access one of the sub-menus. The first sub-menu is General.

VERSION: 1.02 DEV

GENERAL

STATISTICS

PICTURE ALIGNMENT

CREDIT SETUP

REDEMPTION CONFIGURATION

VOLUME CONFIGURATION

DIAGNOSTIC

EXIT

Configuration

Inside the General Sub-Menu you can enable or disable the menu instructions, these can be helpful in the beginning to get familiarised with the machines different functions.

You can also set how many games the player will get by coining up the game.

VERSION: 1.02 DEV

SHOW MENU INSTRUCTIONS: NO

GAMES PER PLAY NEW GAME: 1

GAMES PER PLAY CONTINUE: 1

EXIT

Back to the main configuration menu, the second sub-menu will let you gain access to the internal counter function of the machine. In some cases, you will still use a hardware coin meter but this will let you know which games people like the most, what game has given the most redemption tickets, and how much each game has been played so far.

Version: 1.02 DEV

GENERAL

STATISTICS

→ PICTURE ALIGNMENT

CREDIT SETUP

REDEMPTION CONFIGURATION

VOLUME CONFIGURATION

DIAGNOSTIC

EXIT

Version: 1.02 DEV

STATISTICS

	TIMES PLAYED	TIME PLAYING	CREDITS COLLECTED	TICKET PAYOUT
Whack An Alien	0	0:00:00	0	0
Disco Galaxy	0	0:00:00	0	0
Alien Experiment	0	0:03:40	0	0
Cow Farts	0	0:00:00	0	0
Cosmic Junkyard	0	0:00:00	0	0
Space Balls	0	0:00:00	0	0
Space Juggler	0	0:00:00	0	0
Laser Jump	0	0:00:00	0	0
Electric Rodeo	0	0:00:00	0	0
Adventure	0	0:00:07	0	0
TOTAL	0	0:03:47	0	0

RESET STAT   EXIT

Configuration

The next Sub-Menu is very important to remember, The screen alignment will display 5 red cross on the screen to help you adjust the position of both projectors.

VERSION: 1.02 DEV

GENERAL

STATISTICS

PICTURE ALIGNMENT

CREDIT SETUP

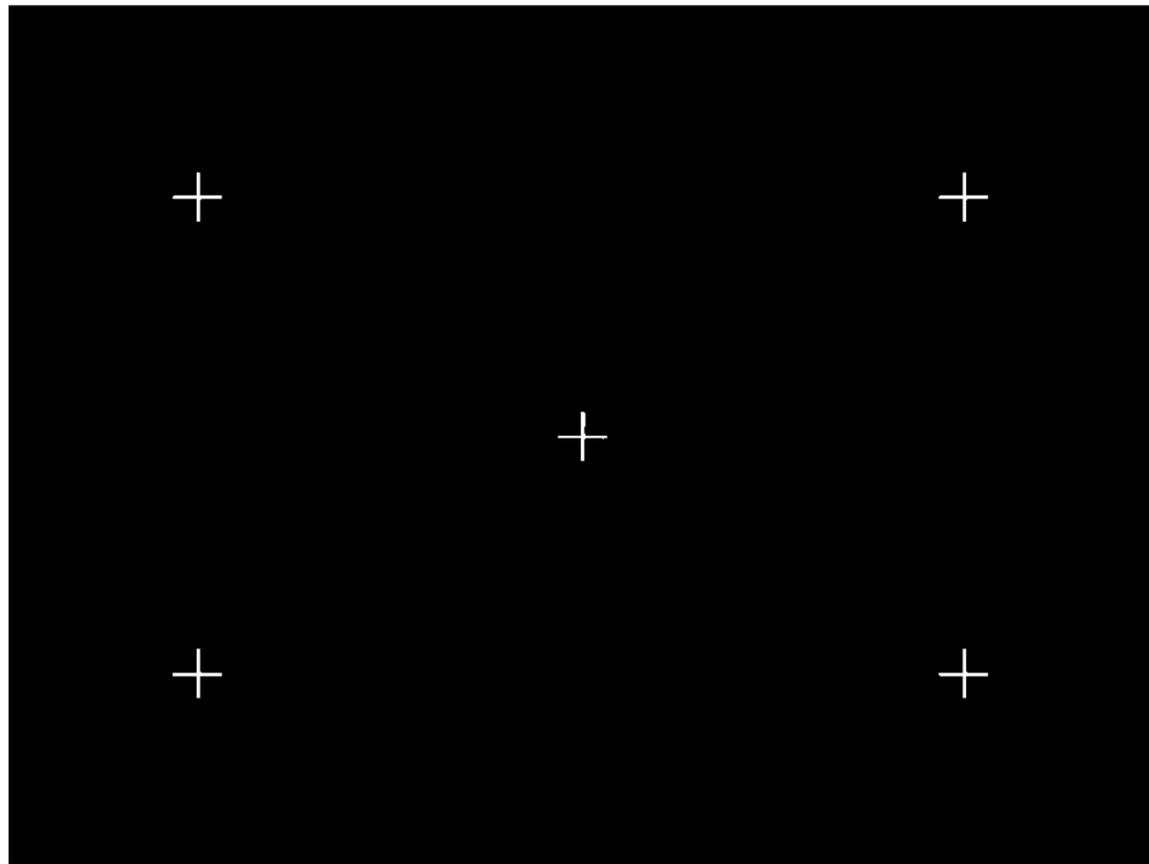REDEMPTION CONFIGURATION

VOLUME CONFIGURATION

DIAGNOSTIC

EXIT

Both projectors will be showing the alignment cross' at the same time. To make this procedure easier, use the projector remote control and press on the I/O button to shutdown one of the 2 projectors, then locate the 4 black marks in the floor, the goal is to align the 4 exterior cross with the 4 black marks in the floor.

Then shut down the projector you have correctly aligned, and repeat the procedure with the second projector.

 Refer to the trouble shooting section for detailed instructions.
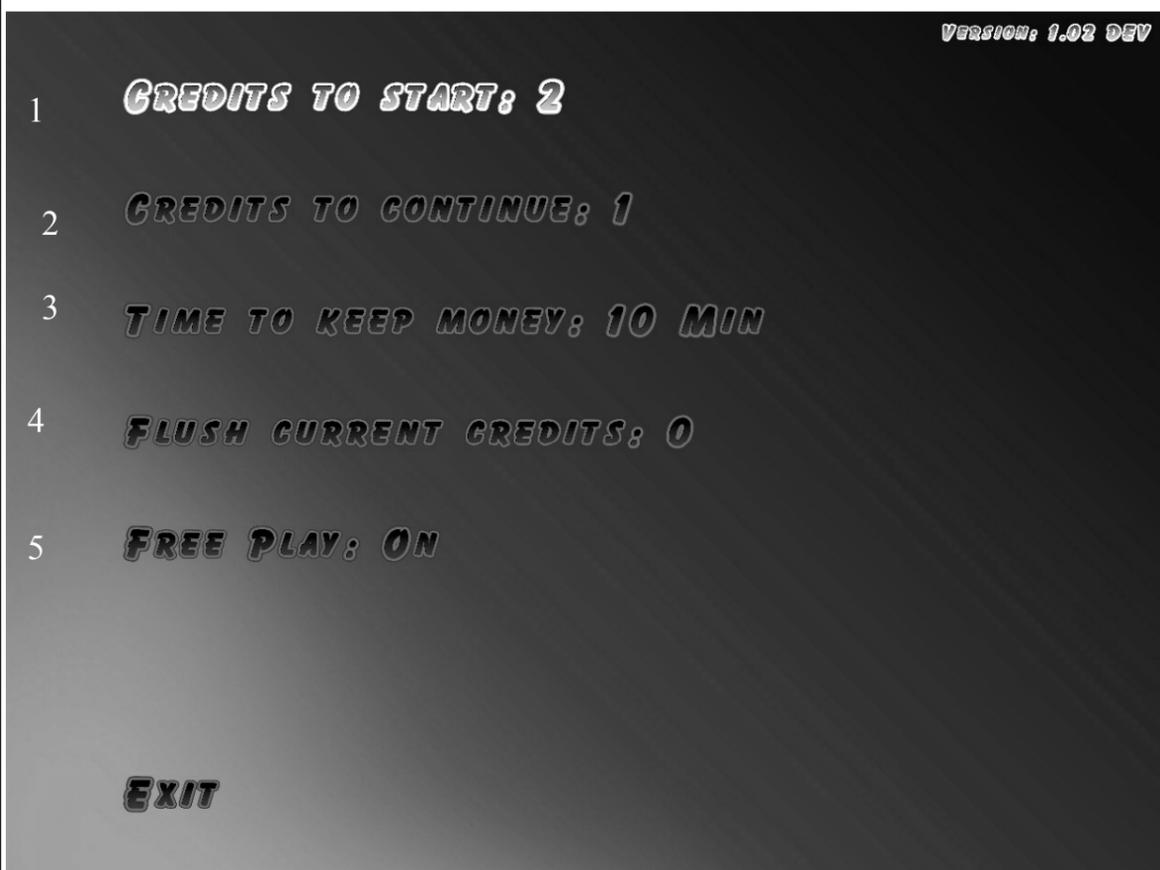
Configuration

The fourth item of the main configuration menu is the credit setup. If you do not have a hardware credit board, then you will need to adjust the credit configuration through this sub-menu.
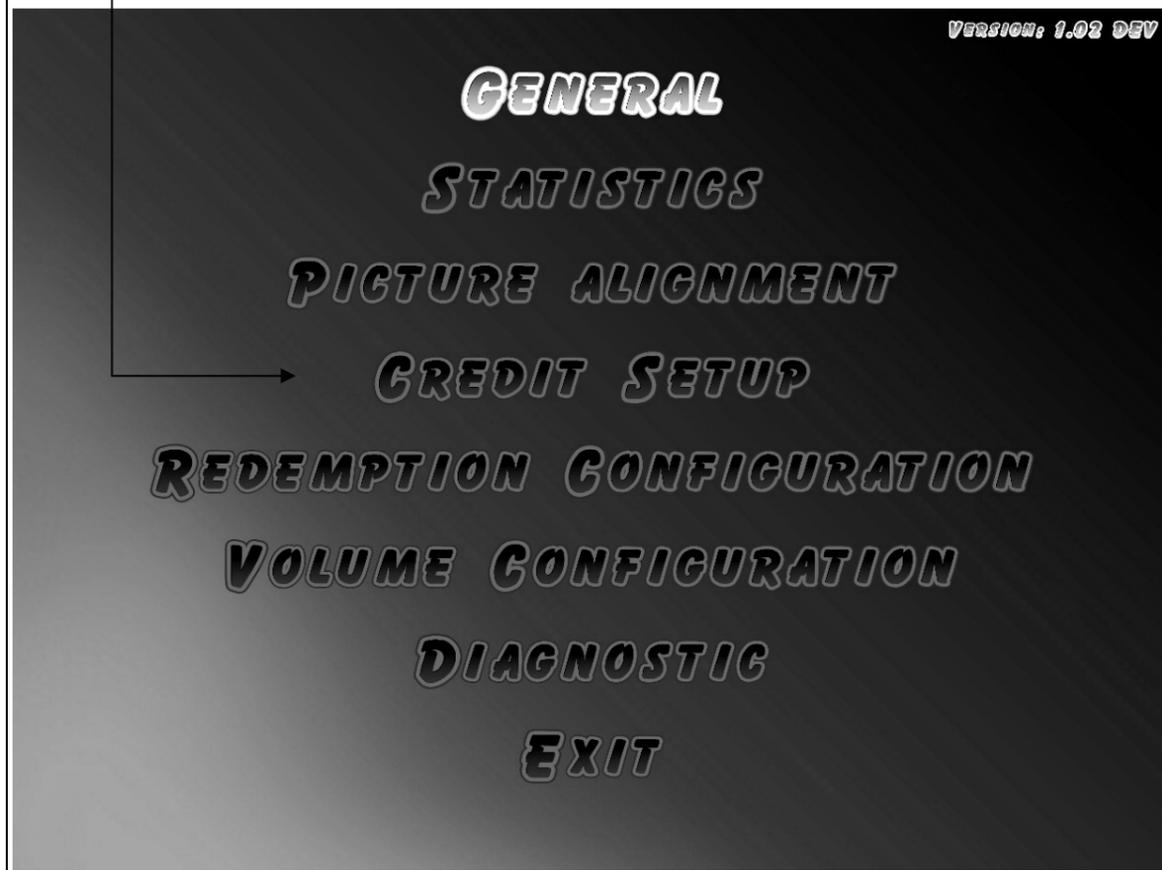
Inside the credit setup's sub-menu you will have access to 6 different options :

1– How many credits are needed to start a game

2– How many credits are required to continue after the first game

3– How long will the machine keep the inserted credits if the desired amount to start a game has not been reached.

4– This option is to automatically flush the current inserted credits.

5– Enable or disable free play.

VERSION: 1.02 DEV

1   CREDITS TO START: 2

2   CREDITS TO CONTINUE: 1

3   TIME TO KEEP MONEY: 10 MIN

4   FLUSH CURRENT CREDITS: 0

5   FREE PLAY: ON

EXIT

Configuration

The fifth item in the main configuration menu will help you configure the redemption system. You will need to access this menu in order to activate the redemption.

You must first turn on the redemption system by switching the bottom option to on, then you can configure the payoff separately for each games.

VERSION: 1.02 DEV

WHACK AN ALIEN: 10   SPACE BALLS: 10

DISCO GALAXY: 10   SPACE JUGGLER: 10

ALIEN EXPERIMENT: 10   ELECTRIC RODEO: 10

COW FARTS: 10   LASER JUMP: 10

COSMIC JUNKYARD: 10

⟶   REDEMPTION SYSTEM: OFF

EXIT

The sixth item of the main configuration menu is the volume configuration. It will let you raise or lower the volume of the machine. In this sub-menu, you can adjust the attract mode volume individually from the main volume, you can also indivually adjust the two games where sound is essential.
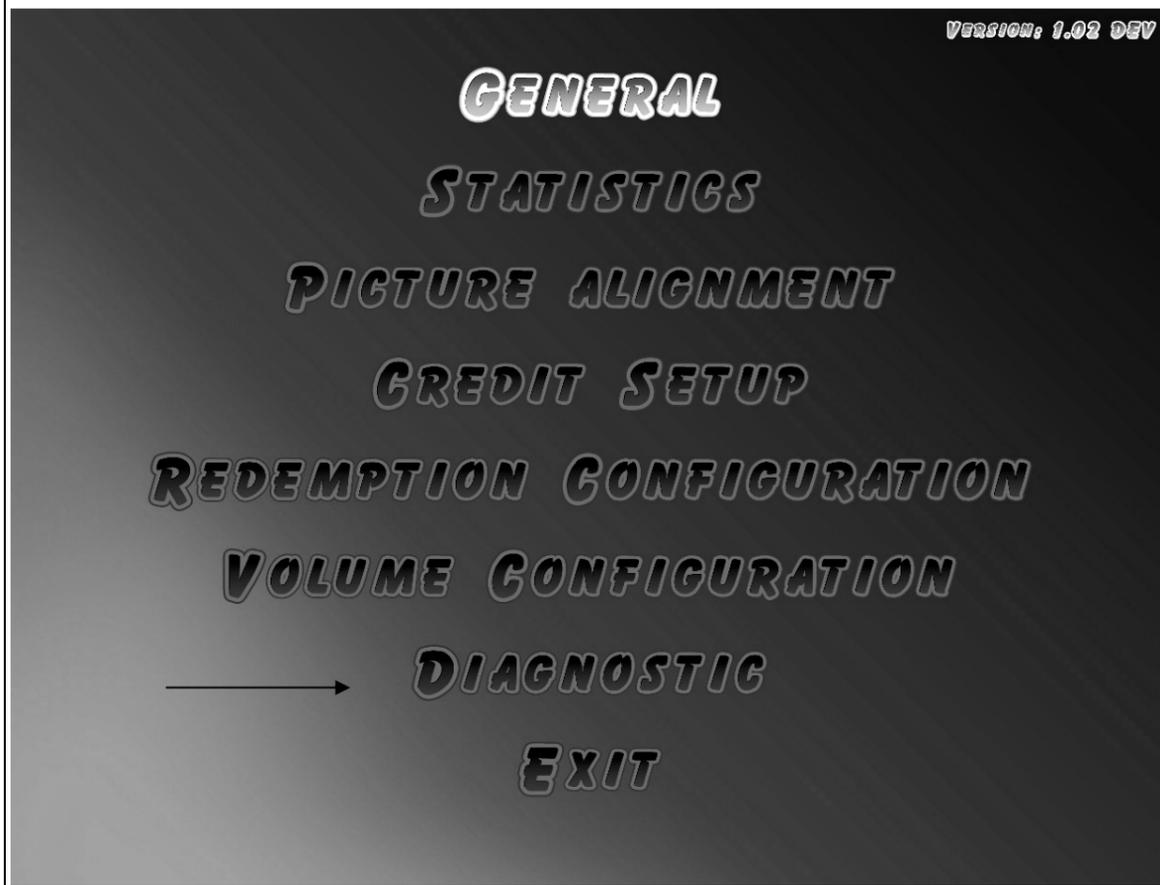
ATTRACTMODE VOLUME: 50

MAIN VOLUME: 80

DANCE ALIEN DANCE / DISCO GALAXY VOLUME: 100

EXIT

Configuration

The last item of the main configuration menu is the diagnostics. This item will be explained in details in the troubleshooting section, no configuration can be made with trough this menu.

To exit the configuration menu, simply select exit and press the enter button.

VERSION: 1.02 DEV

GENERAL

STATISTICS

PICTURE ALIGNMENT

CREDIT SETUP

REDEMPTION CONFIGURATION

VOLUME CONFIGURATION

⟶ DIAGNOSTIC

EXIT

Interactive floor menus

The UFO STOMPER has a unique interactive floor system that makes any other controls useless. Just use your feet, if the player has not selected his desired game or game option after the timer reaches 0, the machine will automatically select the default option for the game.

After inserting the correct amount of credits to start the game, the game selection screen will appear. Use the arrows to select the desired game, then press the go! button on the floor to start the game.

After the game is selected, the multiplayer option will follow.

Then the difficulty level.

Troubleshooting
Floor diagnostic

The Diagnostic system can be brought up automatically if a major problem has been detected by the system. In the case that you would need to do a manual check of the floor sensors, follow the instructions bellow to access the diagnostic screen.
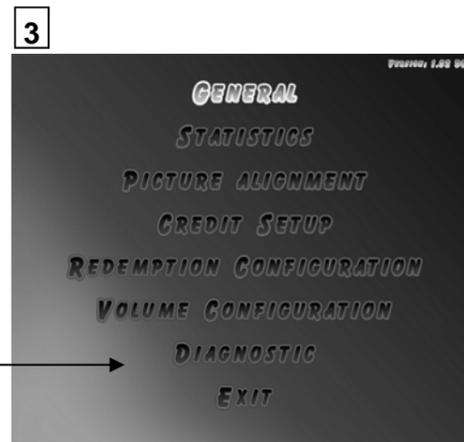
1

Open the top door of the coin acceptor.

2
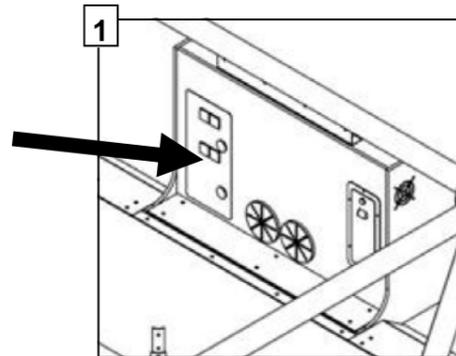
Inside the coin door you will find 4 access buttons, press the service button to access the main configuration menu

| SERVICE | UP | DOWN | ENTER |

3
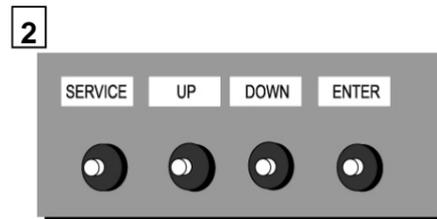
After pressing the service button, the main configuration menu will be displayed on the floor, use the up or down button to navigate and select the diagnostic sub-menu.

GENERAL
STATISTICS
PICTURE ALIGNMENT
CREDIT SETUP
REDEMPTION CONFIGURATION
VOLUME CONFIGURATION
DIAGNOSTIC
EXIT

After you have selected the diagnostic sub-menu, the diagnostic screen will appear. At first glance you can see that the diagnostic screen is separated into 9 sections. Those are the 9 sensor tiles underneath the screen.

Colored squares will appear anywhere you move, this will help you find out if there is a problem with one of the sensors. If you do not see any squares appear on one of the tiles, it means there might be a problem with this tile. In some cases, more then one tile will not respond at the same time, this usually means we have a wiring fault after the last working tile.

Follow the instructions on the next pages to physically check the tile in question.

Of course, take note of each tile Id and status information before calling technical support.

You can also test the coin switches and see if they add up correctly by watching the value at the bottom of the screen. By pressing the service button, you can also test the redemption ticket feeder.

Troubleshooting
Floor diagnostic

The sensitive floor is composed of nine Sensor tiles, and each of those tiles are composed of 24 individual sensors. The tiles are connected in series, so if one of the tiles connection fails, all the following tiles will be deactivated. As shown on the right, if the connection from the tile ID 4 is disconnected or damaged, all the following tiles are deactivated, in this case tile ID 7,8 & 9.

As you can see, the tile ID# and the direction of the wiring is not the same, follow this diagram to identify the tile number that is not functioning properly or causing the rest of the system to be deactivated.

In some cases, a tile could be damaged and the rest of the floor would still be operational. In that case, we would need to replace the tile in question, follow the next steps to complete this operation.

You can easily detect this problem by accessing the diagnostic screen as explained on page 23.
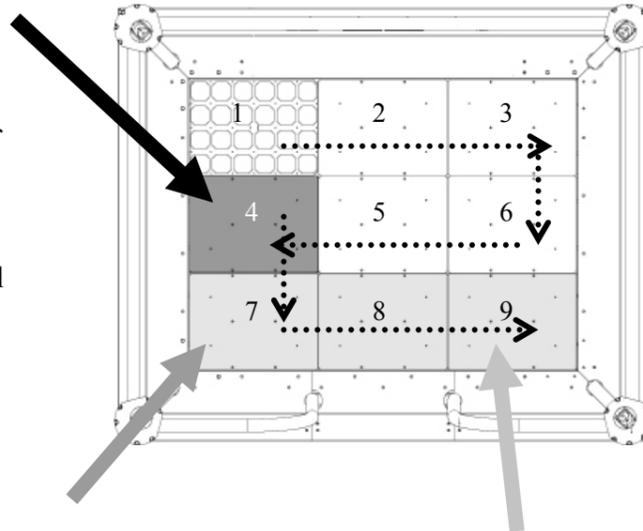
When you bring the diagnostics screen, some sensors will light up for no apparent reason, this is normal, the software already compensate for those. Only the blue squares should be monitored, the ones you are actually hovering above.

Before we start, remove the screen from the sensitive floor as shown.
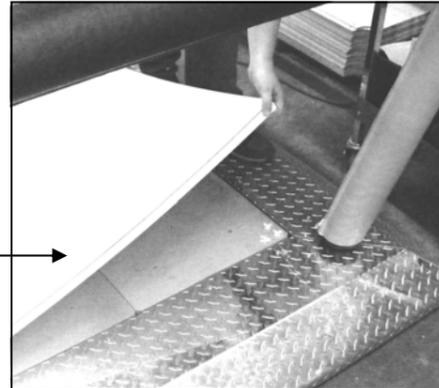
Each board is screwed in place with 6 screws. Unscrew the appropriate defective tile previously detected with the diagnostics screen on page 23.
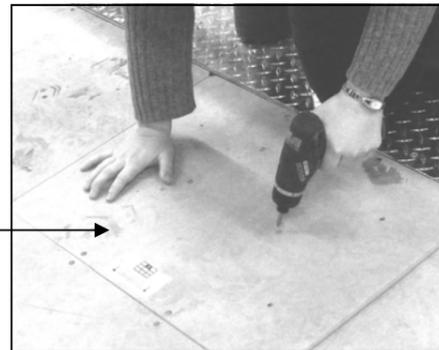
You will need to use a #2 square bit.(S2)

After the tile has been released, you can now carefully lift it up. Pay attention to the wires connecting this tile to the others, if the connectors are damaged while removing this tile, the following tiles may stop working, refer to page 24 diagram.
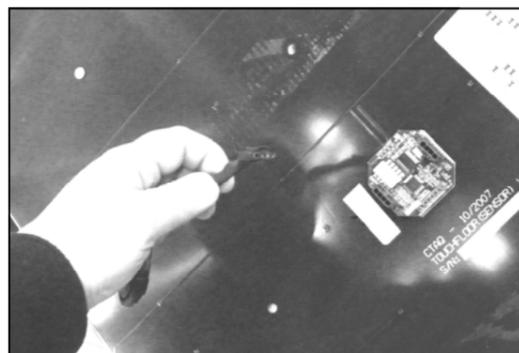
Troubleshooting
Floor diagnostic

Underneath the tile, you will see two wires connected.
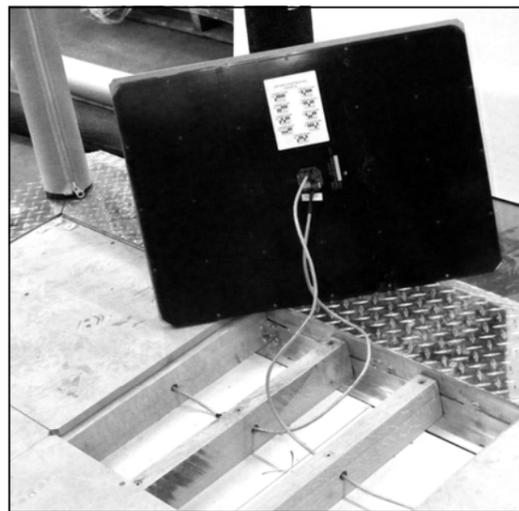
Carefully unplug the two connectors.

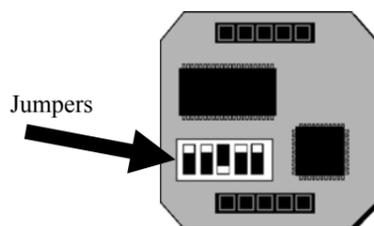Unscrew the 4 screws from underneath the tile (use #2 square bit) and detach the sensor board from the tile.

Use the same screws and re-install the new sensor board to the tile, make sure you are placing the sensor board exactly the same way the other one was removed, usually you should have the sensor board sticker on the opposite side of the tile sticker.

Before you finish installing the tile on the floor, you must set the appropriate id for this tile. To do so, locate the jumpers on the board and set them according to the position of the tile, refer to page 28.

Jumpers

Troubleshooting
Floor diagnostic

Make sure you reinstall the tile with the correct orientation, the sticker on the tile with the arrows should be pointing toward the coin door.

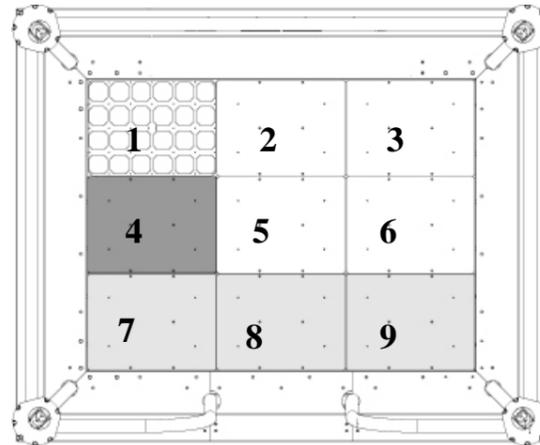| 1	2	3
4	5	6
7	8	9

DIP SWITCH SETTING FOR TARGET ID

TARGET ID #1
ON
1 2 3 4 5

TARGET ID #2
ON
1 2 3 4 5

TARGET ID #3
ON
1 2 3 4 5

TARGET ID #4
ON
1 2 3 4 5

TARGET ID #5
ON
1 2 3 4 5

TARGET ID #6
ON
1 2 3 4 5

TARGET ID #7
ON
1 2 3 4 5

TARGET ID #8
ON
1 2 3 4 5

TARGET ID #9
ON
1 2 3 4 5
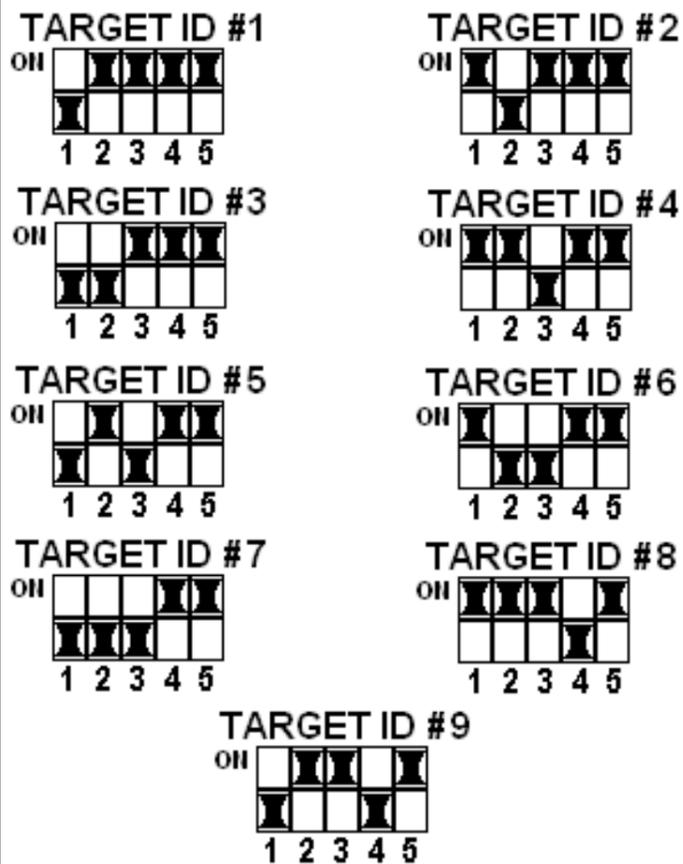
Maintenance
Floor maintenance, cleaning

To clean the floor, you can use any type of cleaner, preferably with degreasing properties. Use an abrasive brush or sponge. The screen design should divert the water underneath the machine.

Troubleshooting
Picture alignment

The projectors are factory adjusted and should not require any adjustment, make sure that you only adjust the picture because of one of the bellow reason :
- In game picture is fuzzy
- In game picture is doubled
- 2 pictures completely offset

To align the projectors you must first open the 2 access doors located underneath the UFO as shown on picture 1.

Note that you must turn off one of the projectors to be able to align both pictures.

To use the remote control for only 1 projector at a time, you should position yourself as shown on picture 2.

After shutting down 1 projector, open the coin door as shown on picture 3 and locate the configuration buttons shown on picture 4.

Press the service button to access the main configuration menu.

ON / OFF

SELECT   UP   DOWN   OPTION
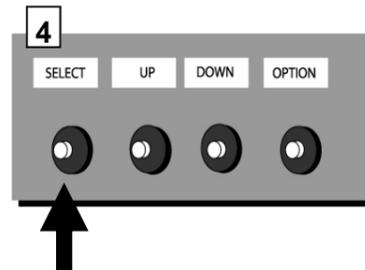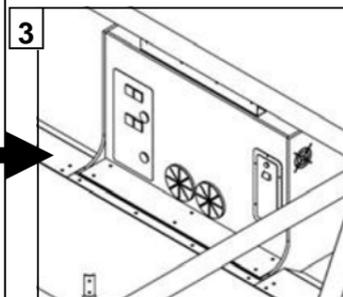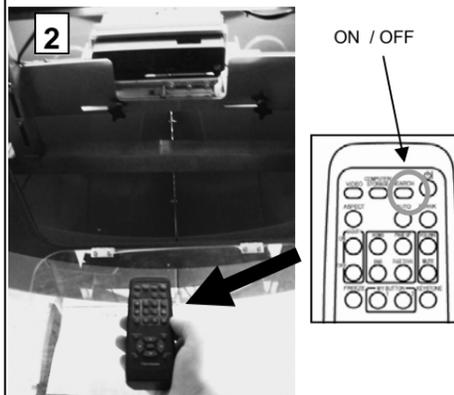
After the main configuration menu appears, navigate to the calibration / picture alignment sub-menu and then press enter.

5 crosses will appear on the screen as shown on picture 6.

Use the POSITION button on the remote control (Picture 5) and use the ▲/▼/◄/► arrow buttons to adjust the picture position.

You have to locate the 4 small black marks on the screen, those are where you want your 4 exterior crosses to align.

After you have been successful with the procedure, shut down the current projector and repeat the same steps for the other one.

If after re-aligning the 2 projectors together the pictures are still blurry or not the same size, then adjust them accordingly with the focus and zoom rings directly on the projectors as show in picture 7.

POSITION

CURSOR BUTTON

Focus ring   Zoom ring
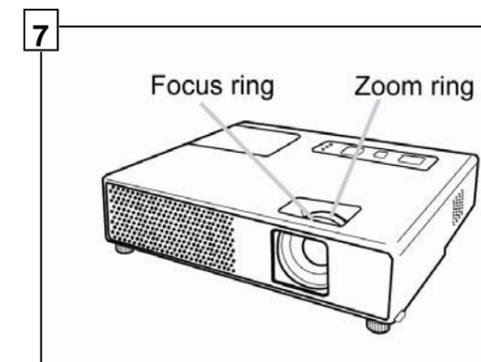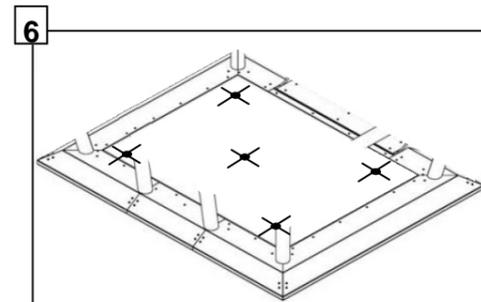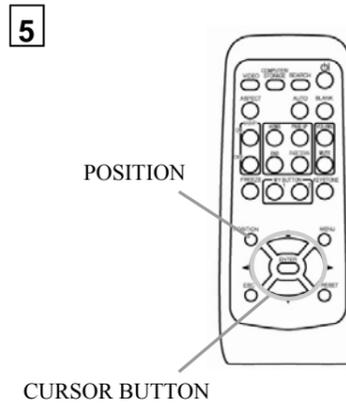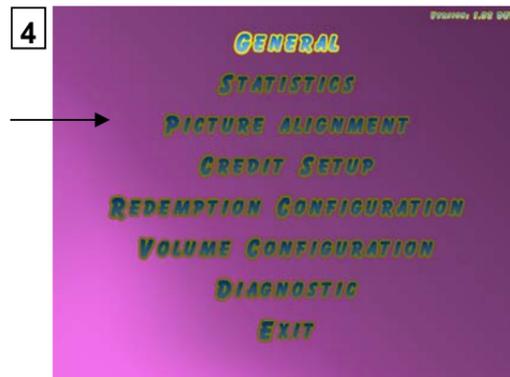
Troubleshooting
Projector troubleshooting

When some message appears, check and cope with it according to the following table. Although these messages will be automatically disappeared around several minutes, it will be reappeared every time the power is turned on.

Message	Description
NO INPUT IS DETECTED ✳✳✳	**There is no input signal.** Please confirm the signal input connection, and the status of the signal source.
SYNCHRO HORS PORTEE ✳✳✳ fH ✳✳kHz fV ✳✳Hz	**The horizontal or vertical frequency of the input signal is not within the specified range.** Please confirm the specs for your projector or the signal source specs.
CHECK THE AIR FLOW	**The internal temperature is rising.** Please turn the power off, and allow the projector to cool down at least 20 minutes. After having confirmed the following items, please turn the power ON again. • Is there blockage of the air passage aperture? • Is the air filter dirty? • Does the peripheral temperature exceed 35°C? If the same indication is displayed after the remedy, please set FAN SPEED of the SERVICE item in the OPTION menu to HIGH.
REMINDER ✳✳✳ HRS PASSED AFTER THE LAST FILTER CHECK. FILTER MAINTENANCE IS ESSENTIAL TO REMOVE WARNING MESSAGE, RESET FILTER TIMER. SEE MANUAL FURTHER INFO.	**A note of precaution when cleaning the air filter.** Please immediately turn the power off, and clean or change the air filter referring to the "Air Filter" section of this manual. After you have cleaned or changed the air filter, please be sure to reset the filter timer.

Regarding the indicator lamps

When operation of the LAMP, TEMP and POWER indicators differs from usual, check and cope with it according to the following table.

POWER indicator	LAMP indicator	TEMP indicator	Description
Lighting In **Orange**	Turned **off**	Turned **off**	**The projector is in a standby state.** Please refer to the section "Power on/off".
Blinking In Green	Turned **off**	Turned **off**	**The projector is warming up.** Please wait.
Lighting In **Green**	Turned **off**	Turned **off**	**The projector is in an on state.** Ordinary operations may be performed.
Blinking In Orange	Turned **off**	Turned **off**	**The projector is cooling down.** Please wait.
Blinking In Red	(discre-tionary)	(discre-tionary)	**The projector is cooling down. A certain error has been detected.** Please wait until the POWER indicator finishes blinking, and then perform the proper measure using the item descriptions below.
Blinking In Red or Lighting In **Red**	Lighting In **Red**	Turned **off**	**The lamp does not light, and there is a possibility that interior portion has become heated.** Please turn the power off, and allow the projector to cool down at least 20 minutes. After the projector has sufficiently cooled down, please make confirmation of the following items, and then turn the power on again. • Is there blockage of the air passage aperture? • Is the air filter dirty? • Does the peripheral temperature exceed 35°C? If the same indication is displayed after the remedy, please change the lamp referring to the section "Lamp".
Blinking In Red or Lighting In **Red**	*Blinking In Red*	Turned **off**	**The lamp cover has not been properly fixed.** Please turn the power off, and allow the projector to cool down at least 45 minutes. After the projector has sufficiently cooled down, please make confirmation of the attachment state of the lamp cover. After performing any needed maintenance, turn the power on again. If the same indication is displayed after the remedy, please contact your dealer or service company.
Blinking In Red or Lighting In **Red**	Turned **off**	*Blinking In Red*	**The cooling fan is not operating.** Please turn the power off, and allow the projector to cool down at least 20 minutes. After the projector has sufficiently cooled down, please make confirmation that no foreign matter has become caught in the fan, etc., and then turn the power on again. If the same indication is displayed after the remedy, please contact your dealer or service company.

Troubleshooting
Computer troubleshooting

If you have one of those messages on the screen, please contact technical support immediately.

- BOOT FAILURE
- NO SYSTEM DISK
- NO INPUT DETECTED

In the case that you are not hearing any sounds or missing either one side completely or just 1 speaker, verify that the audio outputs of the computer are well connected. Then make sure that both amplifiers are powered up and finally, physically check the speaker itself to make sure it has not blown up.

If you are not getting any feedback from the floor in the diagnostic mode, please make sure the control board is powered up, then make sure it is well connected to the computer. If it is well connected and powered up, please contact technical support.

Useful keyboard shortcuts :

- The ESC key will quit to windows
- The F key will display the test field to show the cells that responds
- The G key will make a grid appear to help you localize the region of the cells that are working or not working
- The C key can be used to coin up the machine
- The N key will end the current game
- Press the F12 keyboard key to bring up the main configuration menu

If you do not see any flashing lights on the Control board, try to change the usb cable in between the computer and the board. If this does not resolve the issue, contact technical support.

Maintenance
Recommended maintenance

Daily : You should clean the floor at least once a day & also the two projector windows located underneath the UFO, this will provide maximum clarity.

Weekly : Clean both Projector air filters every week, this will ensure that the projector do not suffer from a lack of air that may cause overheating. Follow the instructions on the next page to clean the air filters.

Monthly : Make sure all cooling fans are working properly and clean them carefully.

Maintenance
Projector maintenance

<u>Replacing the lamp</u>

1. Turn the projector off, and unplug the power cord.
Allow the projector to cool for at least 45 minutes.
2. Prepare a new lamp.
3. Loosen the screw (marked by arrow) of the lamp cover
and then slide the lamp cover to the side to remove it.
4. Loosen the 2 screws (marked by arrow) of the
lamp, and slowly pick up the lamp by the handle.
It may make it easy to take the lamp out slightly
toward the control panel of the projector.
5. Insert the new lamp, and retighten firmly the
2 screws of the lamp that are loosened in the
previous process to lock it in place. Tighten the
screw 1 first, then screw 2.
6. Slide the lamp cover back in place and firmly
fasten the screw of the lamp cover.
7. Turn the projector on and reset the lamp time
using the LAMP TIME item in the OPTION menu.
(1) Press the MENU button to display a menu.
(2) Point at the "Go to Advanced Menu …" in the menu
using the ▼/▲ button, then press the ► button.
(3) Point at the "OPTION" in the left column of the menu
using the ▼/▲button, then press the ► button.
(4) Point at the "LAMP TIME" using the ▼/▲ button, then press the ► button.
A
dialog will appear.
(5) Press the ▲ button to select "RESET" on the dialog. It performs resetting the
lamp time.

The lamp cover

The handle
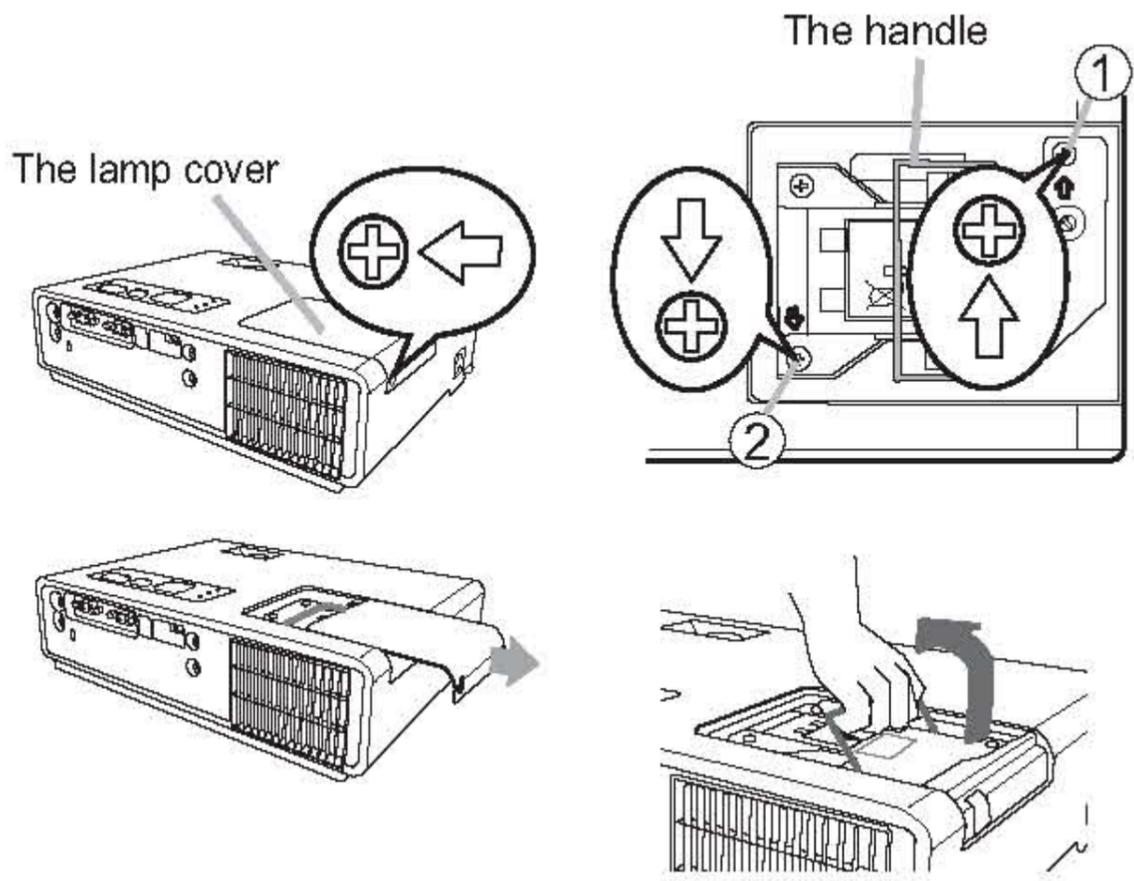
Maintenance
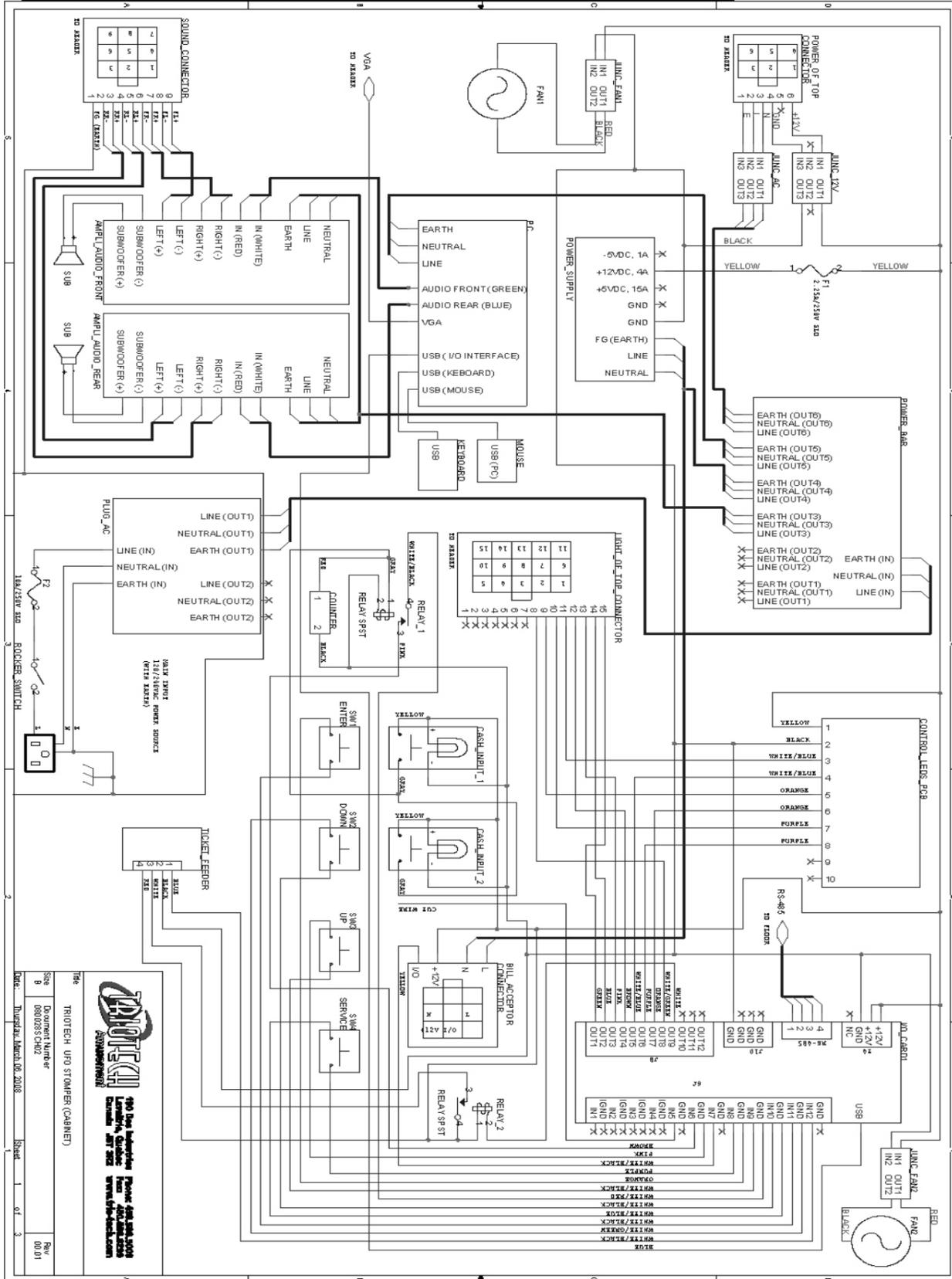# Projector maintenance

Cleaning the air filter

1. Turn the projector off, and unplug the power
cord. Allow the projector to sufficiently cool down.
2. Use a vacuum cleaner on and around the
filter cover.
3. While supporting the projector with one hand,
use your other hand to pull the filter cover
forward in the direction of the arrow.
4. Use a vacuum cleaner for the filter ventilation of
the projector. And clean the air filter that is set
at one side of the filter cover by using a vacuum
cleaner over the other side of the filter cover.
Please replace the air filter when it is damaged or
too soiled. When the air filter is set, take its half
moon shape cut part to the swelled part of the
filter cover.
5. Put the filter unit back into the projector.
6. Turn the projector on and reset the filter time
using the FILTER TIME item in the EASY MENU.
(1) Press the MENU button to display a menu.
(2) Point at the "FILTER TIME" using the ▼/▲ button, then press the ► but-
ton. A
dialog will appear.
(3) Press the ▲ button to select "RESET" on the dialog. It performs resetting
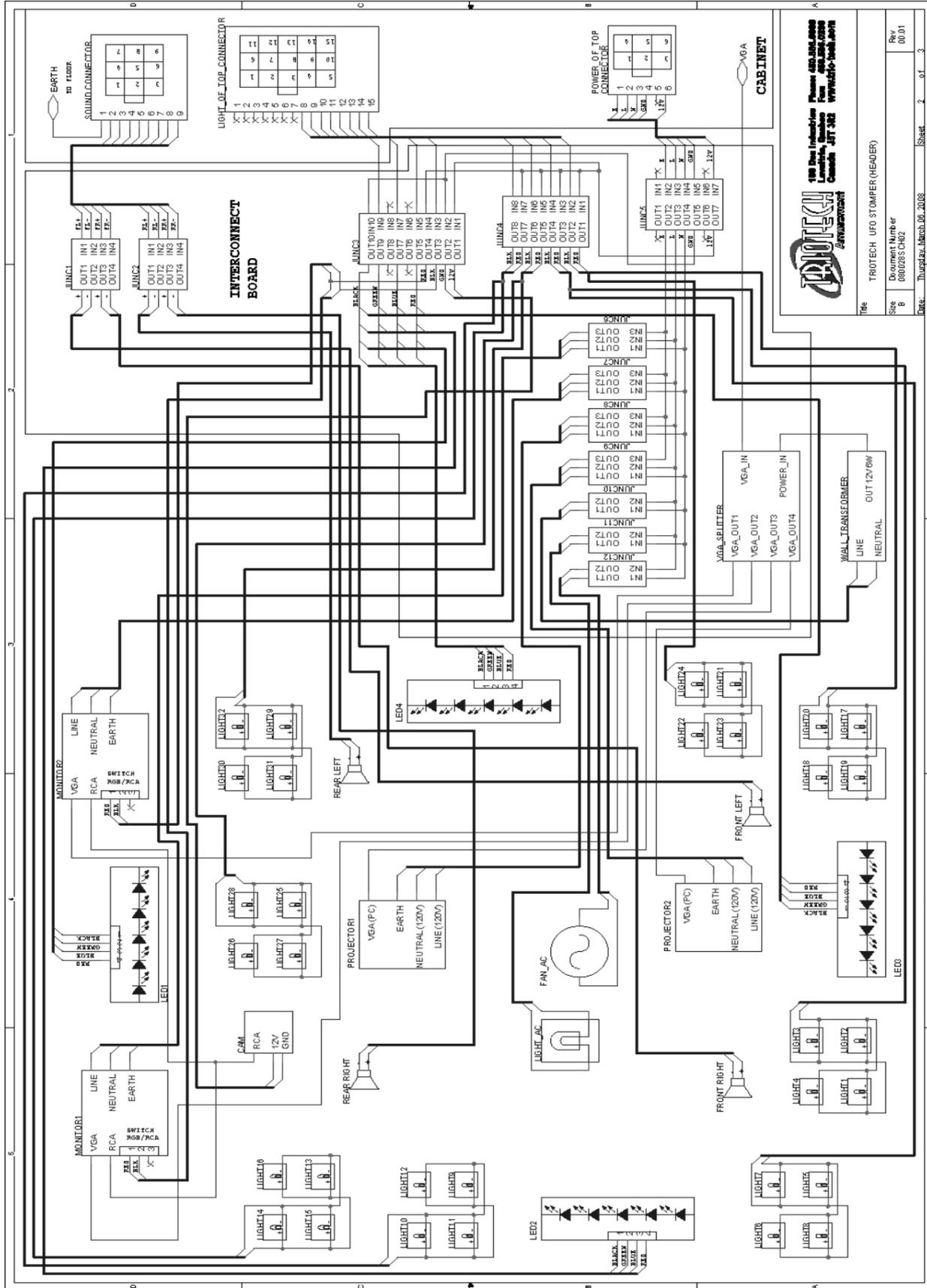the
filter time.

The filter cover
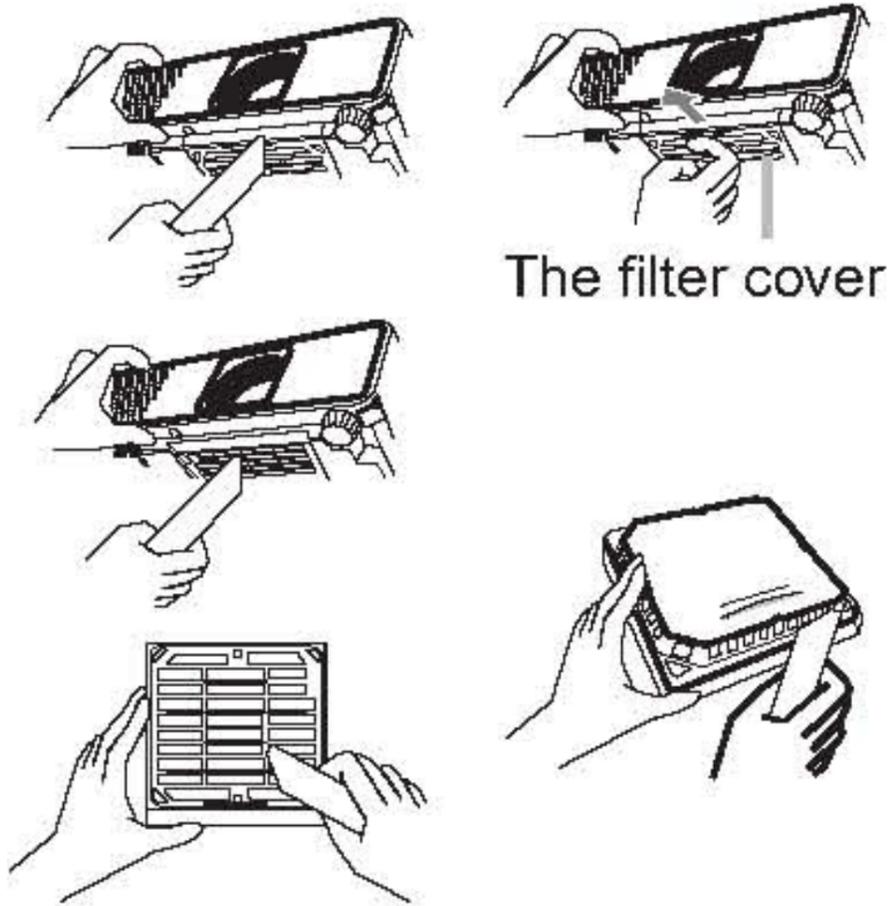
The air filter is set in the reverse side
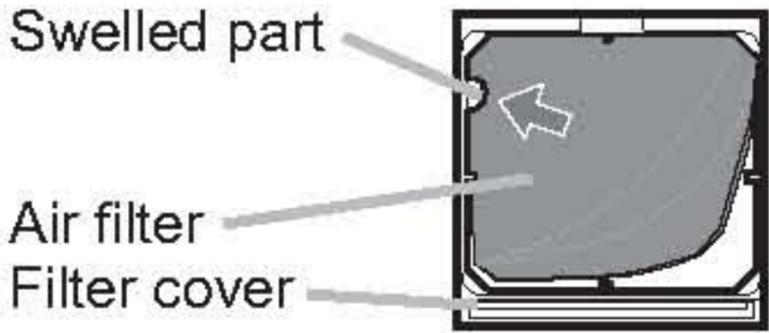
Swelled part

Air filter

Filter cover

Wiring diagrams

Wiring diagrams

PARTS
Part numbers & descriptions

(*BEHIND THE ITEM 8)
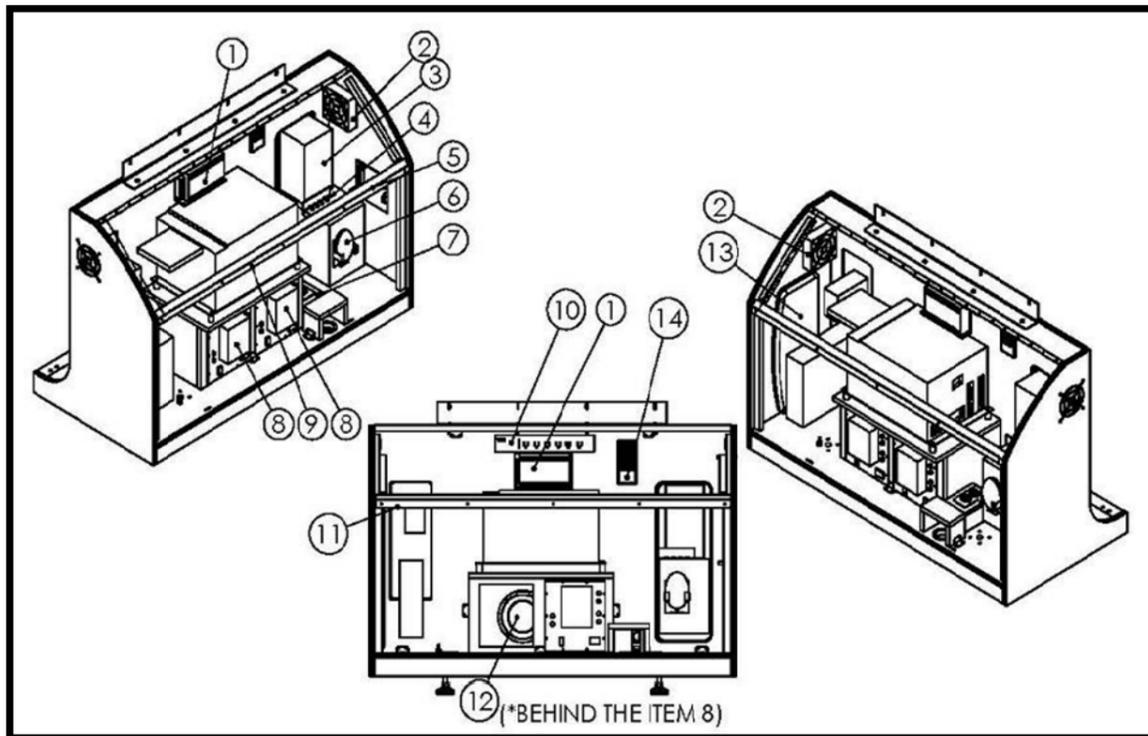
ELECTRICAL COMPONENTS

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	SD-150-0098	TRANFO 12V	1
2	SD-150-0004	FAN 4715FS-12T-B50	2
3	SD-150-0035	MONEY CAISSE	1
4	SD-150-0346	SWITCH	4
5	SD-150-0297	IO INTERFACE	1
6	SD-300-0052	MOUSE USB	1
7	SD-250-0071	MAIN ELECTRIC BOX	1
8	SD-700-0006	AMPLIFIER	2
9	SD-300-0027	COMPUTER	1
10	SD-150-0319	POWER BAR	1
11	SD-150-0228	TICKET DISPENSER	1
12	SD-700-0075	SUB-WOOFER 6-1/2	2
13	SD-300-0060	KEYBOARD	1
14		REMOTE CONTROL	1

PARTS
Part numbers & descriptions

(*EXTERIOR)
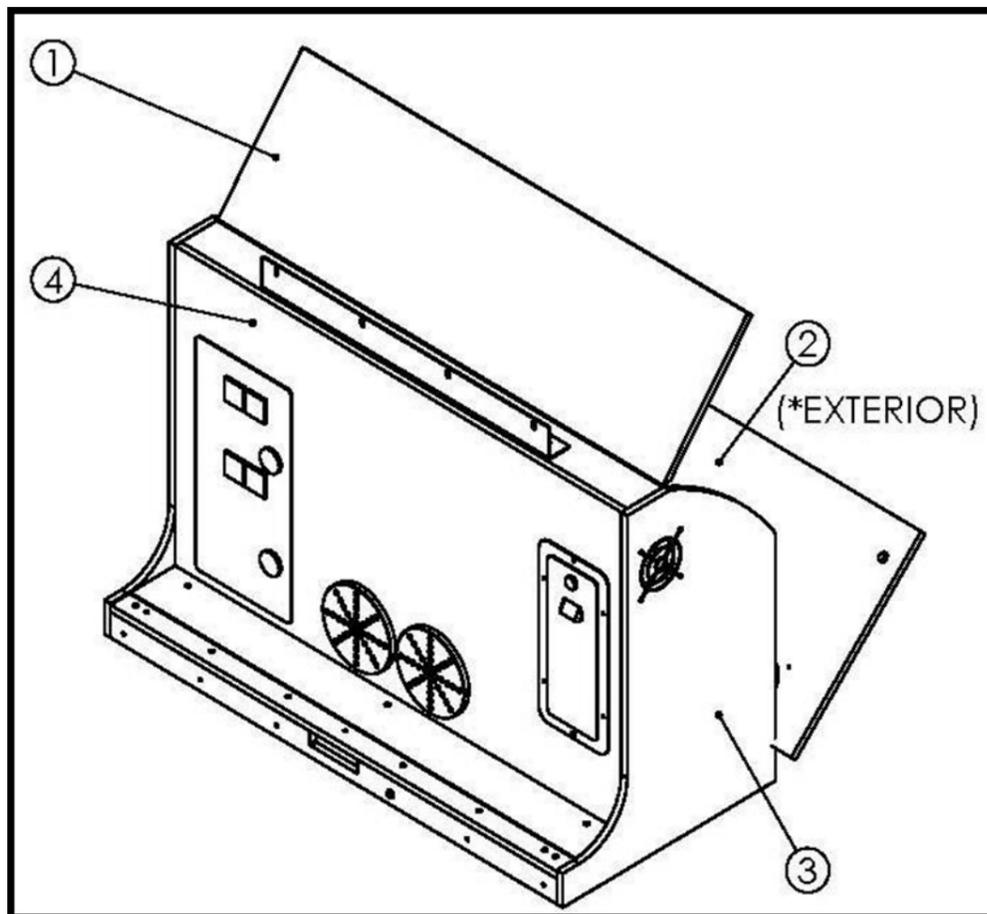
STICKERS

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	SD-650-0105	SMALL DOOR STICKER	1
2	SD-650-0106	LARGE DOOR STICKER	1
3	SD-650-0107	SIDE STICKER	2
4	SD-650-0108	FRONT STICKER	1

PARTS
Part numbers & descriptions
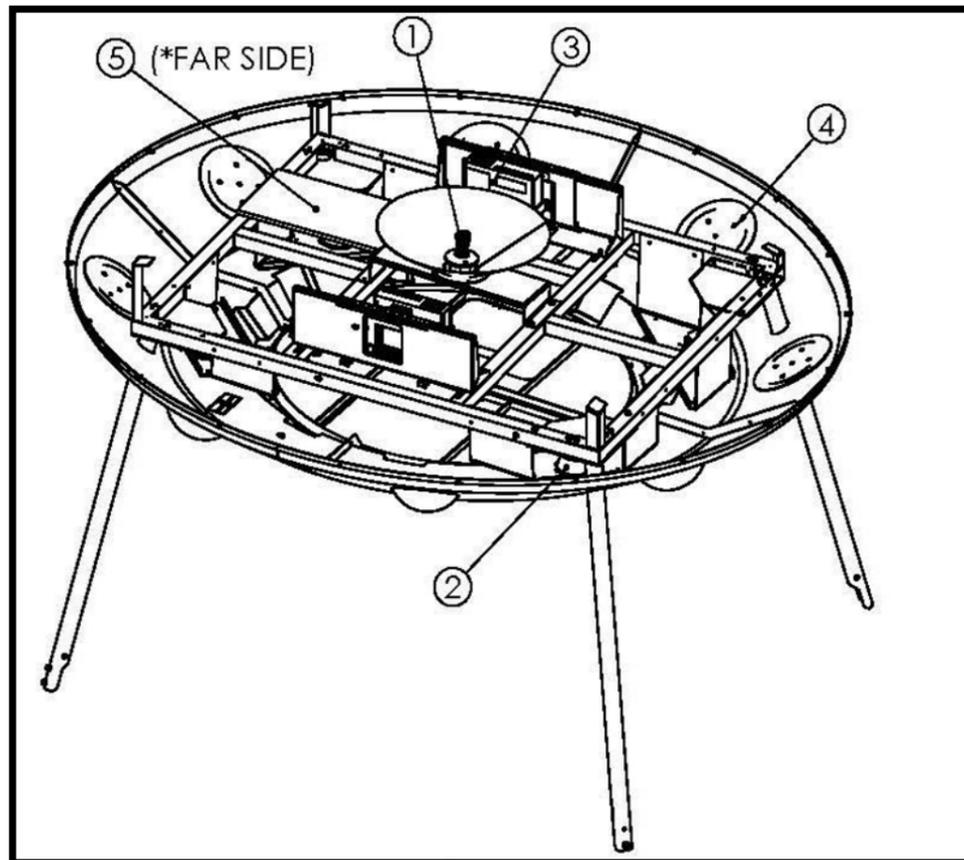
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.	TOP FRAME
1	SD-150-0336	FLUO-COMPACT	1	
2	SD-700-0065	SPEAKER 5.25″ (2 WAY)	4	
3	SD-700-0087	PROJECTOR	2	
4	SD-150-0295 & SD-150-0290	BULB & SOCKET	32	
5	SD-700-0036	SPLITER VGA (2 PORT)	1	

PARTS
Part numbers & descriptions
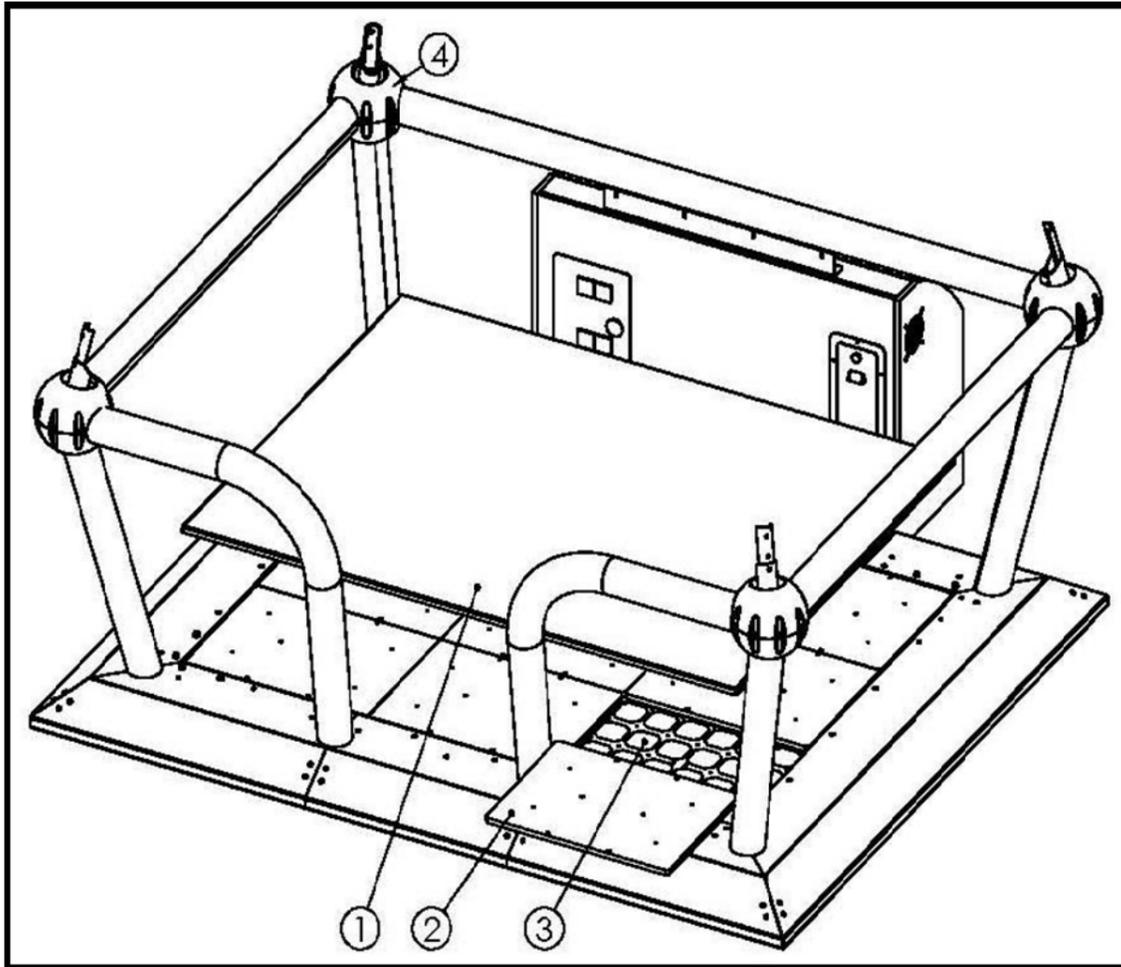
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	SD-400-0052	TOP FLOOR	1
2	SD-200-0276	WOOD FLOOR	9
3	SD-150-0299	SENSOR PLATE	9
4	SD-400-0061	SEMI SPHERE	8

PARTS
Part numbers & descriptions
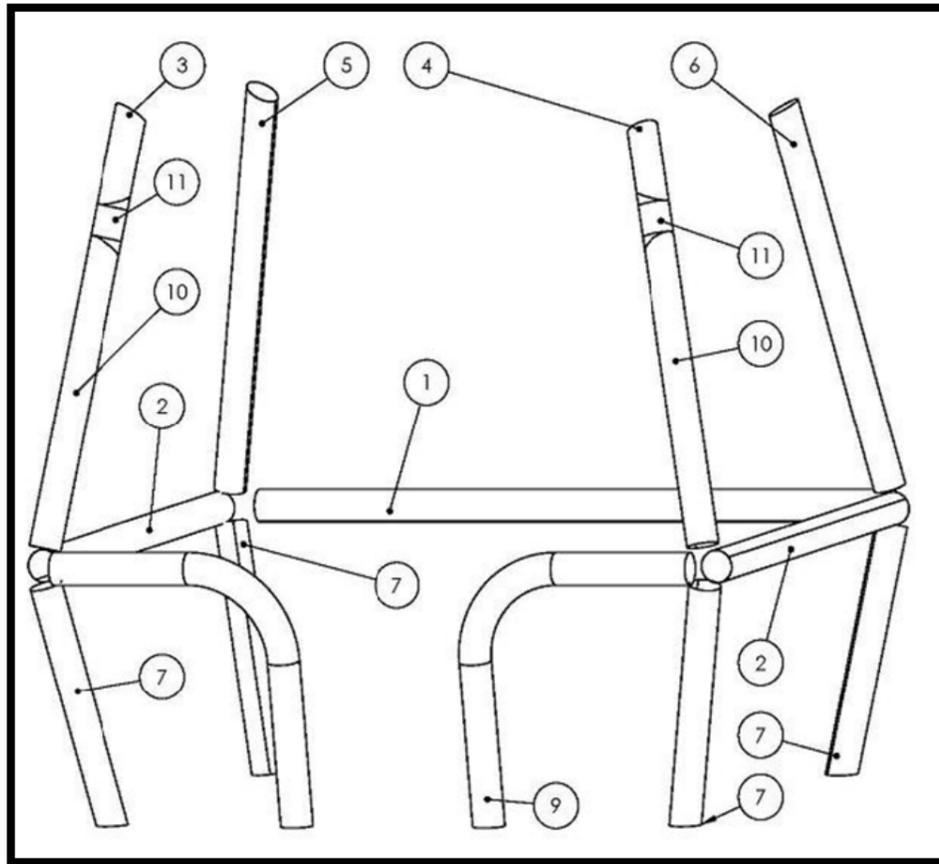
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	SD-500-0045	L=86 7/8″ (2206 mm)	1
2	SD-500-0046	L=68 7/8″ (1749 mm)	2
3	SD-500-0047	L=13 1/8″ (333 mm)	1
4	SD-500-0048	L=10 ½″ (266 mm)	1
5	SD-500-0049	L=54 1/8″ (1374 mm)	1
6	SD-500-0050	L=51 5/8″ (1311 mm)	1
7	SD-500-0051	L=32 3/4″ (831 mm)	4
9	SD-500-0052	L=62″ (1574 mm)	2
10	SD-500-0059	L=40″ (1016 mm)	2
11	SD-500-0060	L*=8″ (203 mm)	2

PARTS
Part numbers & descriptions
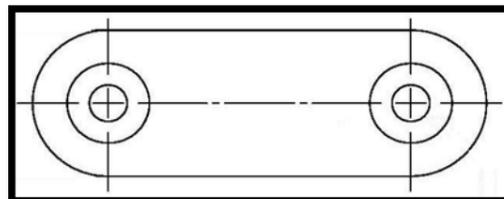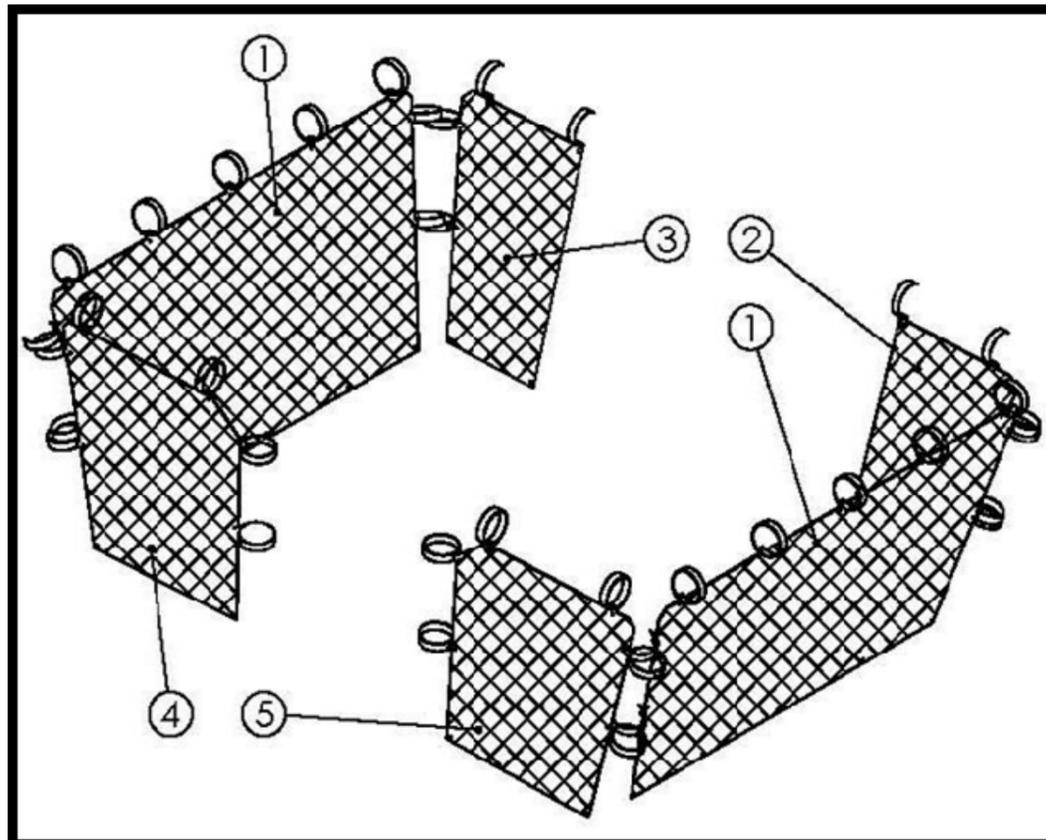
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	SD-500-0053	Wide net (lateral) 67″ X 30″	2
2	SD-500-0057	Rear net (R) 30″X 18″	1
3	SD-500-0054	Rear net (L) 30″ X 18″	1
4	SD-500-0056	Front net (L) 30″ X 23″	1
5	SD-500-0055	Front net (R) 30″ X 23″	1
6	SD-500-0058	STRAP 1″X3″	18

Technical support coordinates:

You can reach technical support by phone at :

1-888-465-4634 dial 1

450-586-5009 dial 1

Service@trio-tech.com

Parts fax number :

450-586-4393

Web site :

Http://www.trio-tech.com

<u>WARRANTY</u>

Triotech Amusement will cover any electronic parts of the machine for a period
Of **<u>1 year</u>**, the sensor tiles however have an extended warranty of **<u>2 years</u>**.

Exceptions :

- Projector bulbs have a limited warranty of 3 months from the purchase of the machine
- No LED will be covered under warranty
- No additional bulbs will be covered under warranty
- Vinyl protector damaged while in use will not be covered under warranty.

The buyer agrees to send back defective parts to Triotech within (30) thirty days and freight costs will be at his charge.

Triotech assumes no liabilities for any loss of revenue, damage or inconvenience of any type resulting from a defective part of the system and will not assume the temporary replacement of the system during the period of the repair.

Defective parts covered by the warranty will be replaced at Triotech's discretion either by new or rebuilt parts with the same or with a replacement model of the
same parts. Warranty on replacement parts ends on the same date as the original
part warranty.

No warranty is valid if the defect is the result of a misusage, or contrary to the norms of instruction or user manuals, or the result of improper maintenance.
Using spare parts that do not fit specifications will void the warranty. Removing serial numbers and/or bar codes from product or component will void the warranty.
Triotech is only liable to the replacement, in a reasonable delay, of the defective
parts.

No warranty is granted on the productivity of the system sold or on the result of its use.

Triotech will only take care of the warranty under 1 year, if one of the products has an