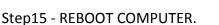# I/O Communication

Each I/O board communicates to the PC through an USB to serial adaptor. If these adaptors are replaced or moved to a different USB port the configuration of their port address can change. This will cause the game to loose communication to that I/O board. The proper configuration for I/O board 1 is port 1 and I/O board 2 is port 2. If the game has trouble communicating to a USB port, the game will flash all Zombie arms yellow and sound the tilt alarm. Once communication is restored, the game will stop tilting.

To confirm or change the port settings it is recommended to disconnect one of the two I/O boards to ensure you are changing the correct I/O board.

To confirm or change a I/O board to port:

Step1 - Plug USB keyboard in if not already plugged in and press "ESC" key.

Step2 - Left click on "START" at lower left of screen.

Step3 - Left click on "Control Panel"

Step4 - Left click on Device Manager

Step5 - Double left click on "Port (Com & LPT)"

Step6 - Right click on "Prolific USB-to-Serial Port (COM?)" ?=current port assigned to it.

Step7 - Left click on "Properties"

Step8 - Left click on "Port Settings"

Step9 - Left click on "Advanced…"

Step10 - Left click on the down triangle right of "COM Port Number"

Step11 - Left click on "Port 1" for I/O board 1 or select "Port 2" for I/O board 2.

Step12 - Left click on "OK"

Step13 - If the PC informs you that port is in use, click "YES" to continue.

Step14 - Left click "OK" to exit.

Step15 - REBOOT COMPUTER.