

REVISION 2 / FOR USE WITH GAME VERSION 1.05+



SOFTWARE SERVICE MANUAL

Copyright 1998-2014 By Andamiro Co., LTD. All rights reserved.

CONTENTS

I INSTALLATION

- HOW TO IDENTIFY YOUR MAIN BOX
- INSTALLATION IN AN MK9 MAIN BOX
- INSTALLATION IN AN MK6 MAIN BOX

II SERVICE MENU

- OVERVIEW
- GAME SETTINGS
- TOGGLE SONGS
- UPDATE SYSTEM
- TEST INPUT
- STATISTICS
- REMOVE BURN-IN

III USB DRIVE USAGE

- CREATE A USB PROFILE
- CUSTOMIZE YOUR USB PROFILE
- AVATAR/CHARACTERID TABLE
- CREATING AND MANAGING EDITS
- EDIT FILE TAGS
- SONGLIST AND EDIT TEMPLATE DATA
- TAKING A SCREENSHOT
- UPDATING INFINITY WITH USB

IV NOTES



***** If you purchased a new dedicated PIU INFINITY machine, you can skip to the next section. This is for reference if PIU INFINITY was purchased as an upgrade kit for an existing PIU machine.*****

INFINITY software is compatible with all PUMP IT UP cabinet types. These include SD, SX, DX, GX, FX, CX, and TX machines. Upon ordering your INFINITY kit from an Andamiro authorized distributor, be sure to specify your cabinet type in order to receive a marquee/header graphic that fits correctly.

Remember to insert the new marquee/header graphic on the machine so that players can correctly identify the version of the machine.

INFINITY software will function in MK9 MAIN BOX and MK6 MAIN BOX units. It is highly recommended that the MK9 MAIN BOX is used with INFINITY.

HOW TO IDENTIFY YOUR MAIN BOX

MK9 MAIN BOX units are silver in color.

MK6 MAIN BOX units are gold in color.

INSTALLING INFINITY IN AN MK9 MAIN BOX

- I. Open the back portion of the PIU machine and locate the MK9 MAIN BOX.
- II. Disconnect the JAMMA harness and three lights connectors on the right side.
- III. Disconnect the POWER, SOUND, VIDEO, and USB harnesses from the front side.
- IV. Remove the MK9 MAIN BOX and tray. Remove TOP LID screws with #2 Philips screw driver.
- V. Locate the HARD DISK TRAY. Remove the existing game kit (HDD and SECURITY USB).
- VI. Insert the new INFINITY HDD and SECURITY USB. Reassemble HARD DISK TRAY and TOP LID.
- VII. Ensure all connectors are reseated firmly in the correct orientation.

INSTALLING INFINITY IN AN MK6 MAIN BOX

If INFINITY is run in a MK6 MAIN BOX, the RAM must be upgraded from 256MB to a minimum of 512MB. 1GB of RAM is recommended for optimal performance.

- I. Open the back portion of the PIU machine and locate the MK6 MAIN BOX.
- II. Disconnect the JAMMA harness and three lights connectors on the right side.
- III. Disconnect the POWER, SOUND, VIDEO, and USB harnesses from the front side.
- IV. Remove the MK6 MAIN BOX and tray. Remove TOP LID screws with #2 Philips screw driver.
- V. Locate the HARD DISK TRAY. Remove the existing game kit (HDD and SECURITY USB).
- VI. Locate the RAM. Remove and identify RAM type and size. Ensure that 512 MB minimum of RAM is in place. If not, you must order more RAM of the correct type until you have at least 512 MB before you upgrade to the INFINITY software.
- VII. Insert the new INFINITY HDD and SECURITY USB. Reassemble HARD DISK TRAY and TOP LID.
- VIII. Ensure all connectors are reseated firmly in the correct orientation.

SERVICE MENU

OVERVIEW

The service menu is used to change game settings and behavior. To access the service menu press and hold the SERVICE button located inside the coin door, or on the component side of the MK9/MK6 MAIN BOX.

NAVIGATION:

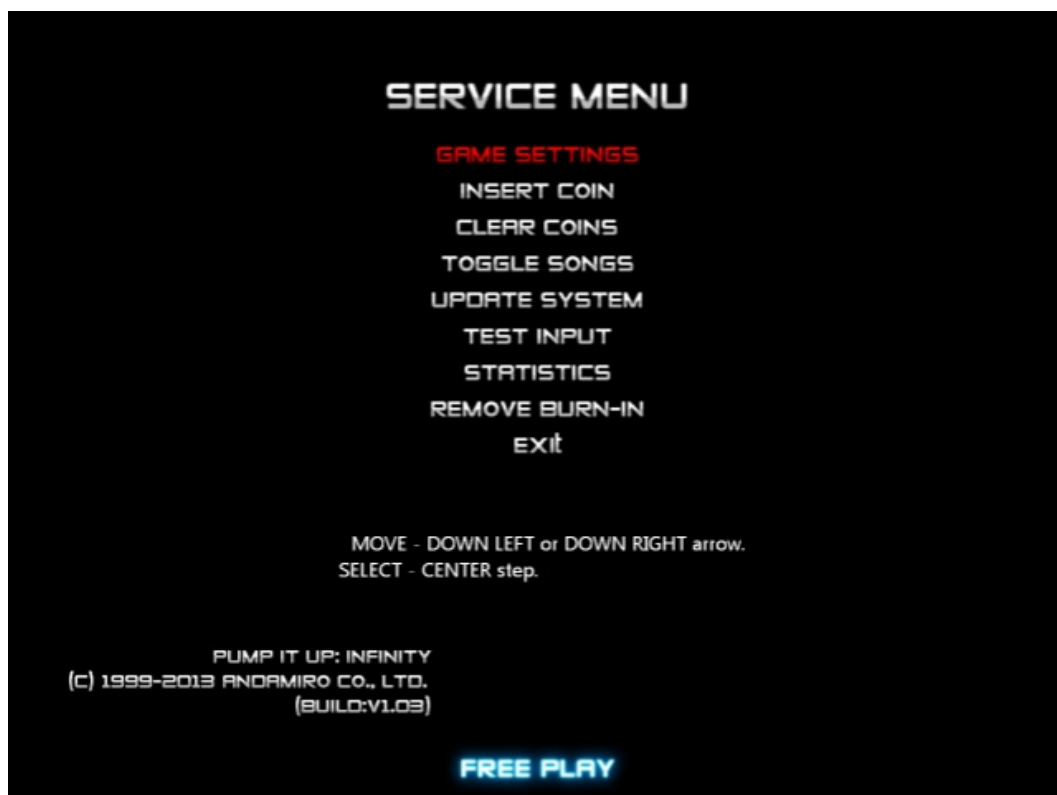
To navigate through the service menu, the operator must utilize the DANCE PLATFORM. Easier navigation is provided for machines equipped with a BUTTON BOARD.

NAVIGATION VIA BUTTON BOARD:

For cabinets equipped with a button board, use LEFT and RIGHT to navigate through the service menu and use START/GREEN to select the highlighted option.

NAVIGATION VIA DANCE PLATFORM:

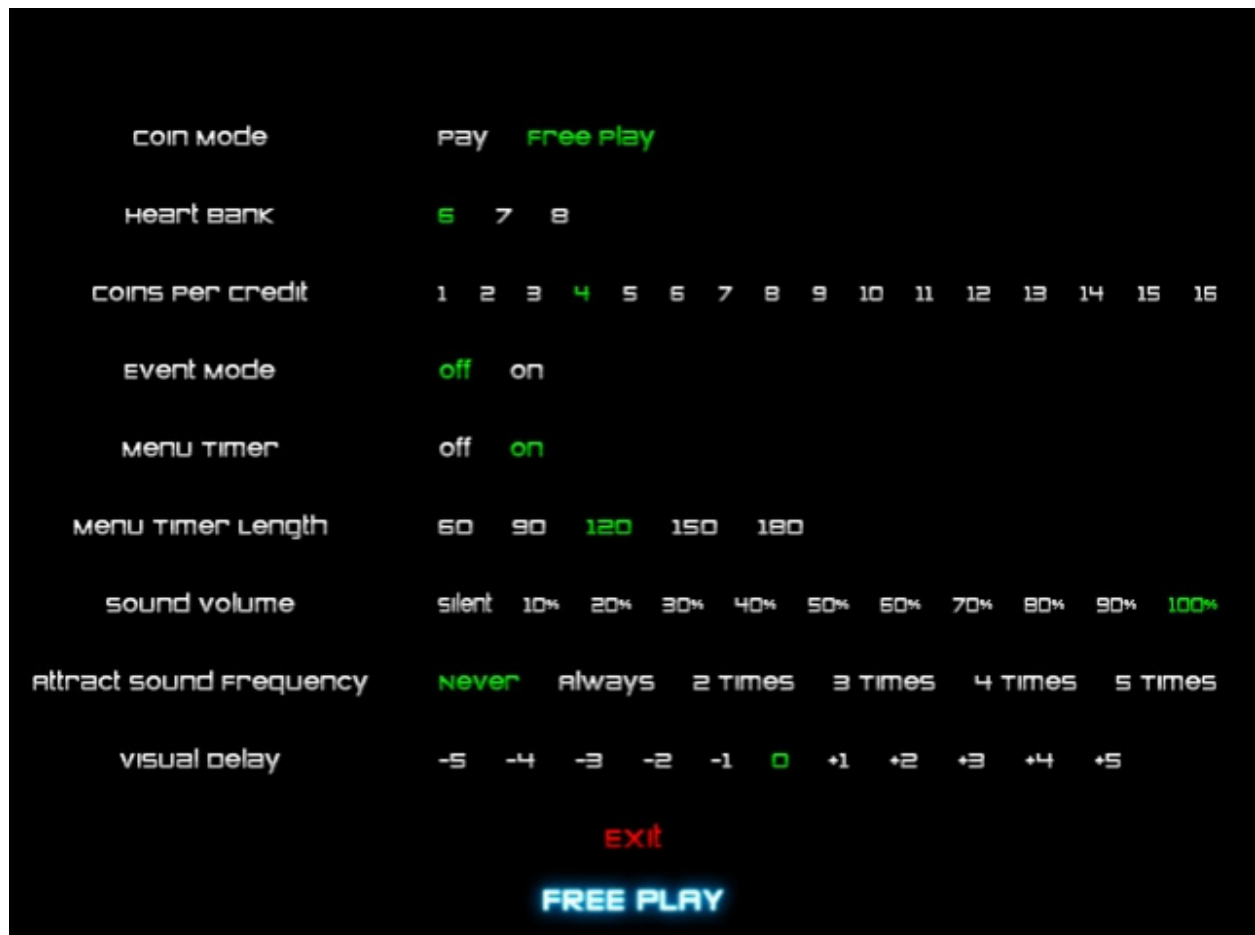
Use DOWN LEFT and DOWN RIGHT to select an option, and use CENTER STEP to select the highlighted option.



SERVICE MENU

GAME SETTINGS

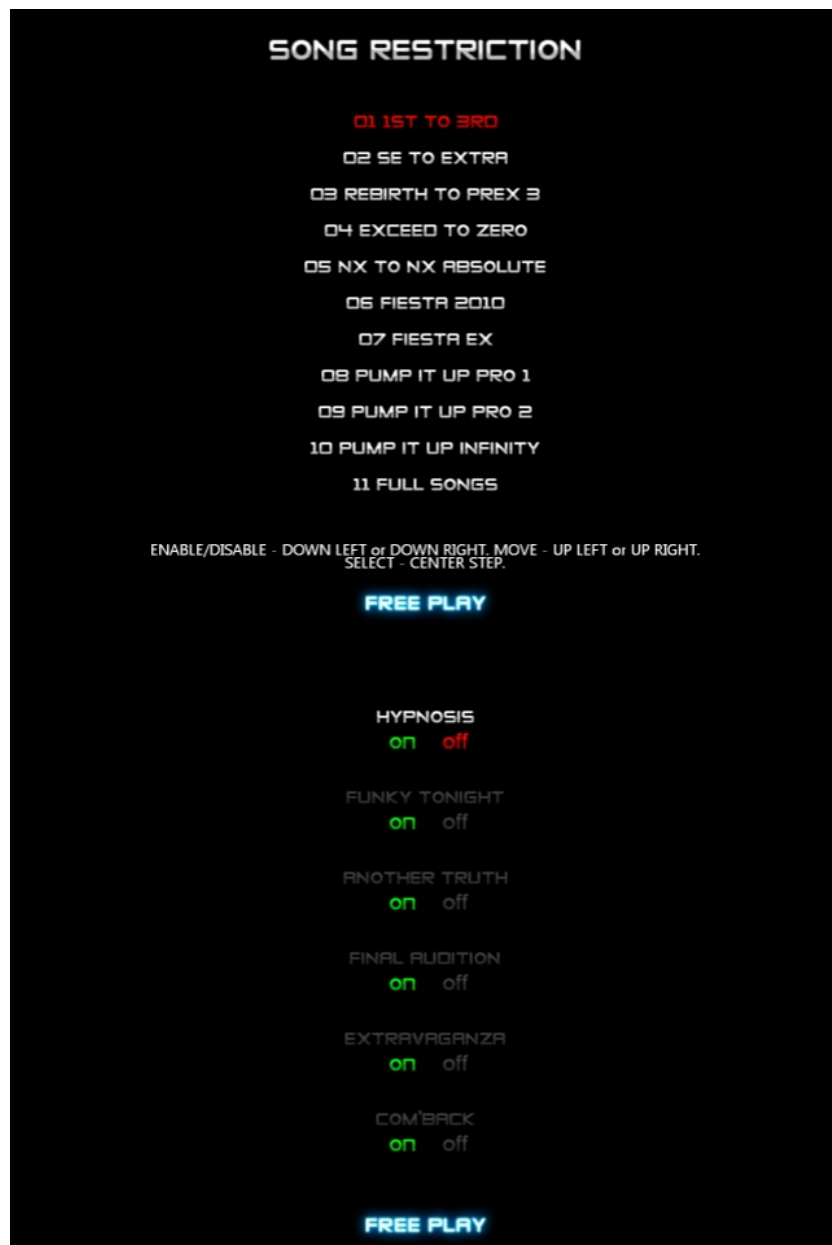
COIN MODE:	Toggle between PAY and FREE PLAY modes.
HEART BANK:	Choose the minutes of play each player will receive per credit.
COINS PER CREDIT:	Choose how many coins must be inserted to play the game.
EVENT MODE:	Toggle for use in tournaments and other events.
MENU TIMER:	Toggle if screens time out in game mode.
MENU TIMER LENGTH:	Choose how many seconds players have to choose their options .
SOUND VOLUME:	Decide sound volume of the software.
ATTRACT SOUND FREQUENCY:	Choose how frequently the attract sound is activated.
VISUAL DELAY:	Adjust slightly if visual lag is present in game mode.



SERVICE MENU

TOGGLE SONGS

Use this menu to enable or disable songs available for play in game. If an operator finds a specific song to be inappropriate for the location, that individual song may be disabled in this menu. Songs are organized by which initial PUMP IT UP version they appeared in. In order to identify the desired song(s), use ARCADE MODE while in game.



SERVICE MENU

UPDATE SYSTEM

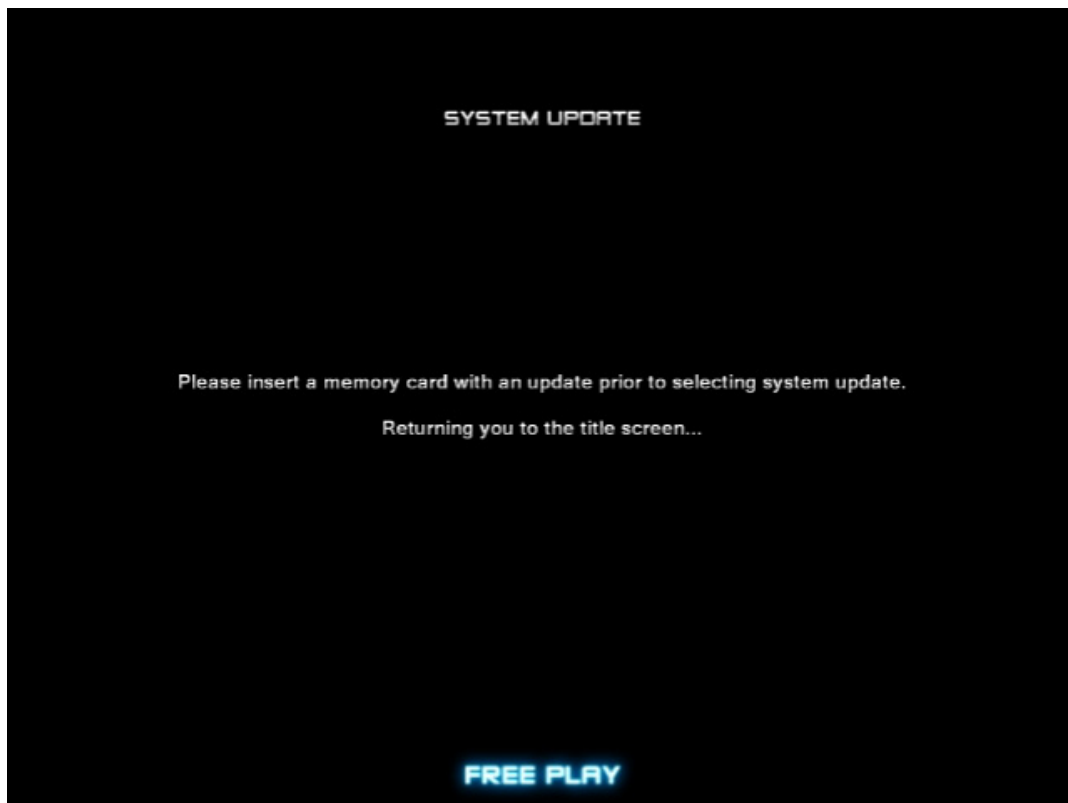
System updates contain bug fixes, brand new content, and additional features. Updates can be used through this screen in the service menu, or on the title screen by any end user. Only verified PIU Infinity updates will work on either method.

Game updates and additional support files can be found at <http://piudev.info/infinity-update/> or on our facebook page at <http://facebook.com/piuinfinity>. Please check back regularly to ensure that your machine delivers a complete new experience to players.

To update the system, you must use a USB FLASH DRIVE formatted with FAT32.

Game update files must be placed on the root of the USB FLASH DRIVE (ex: E:/Inf103.piu)

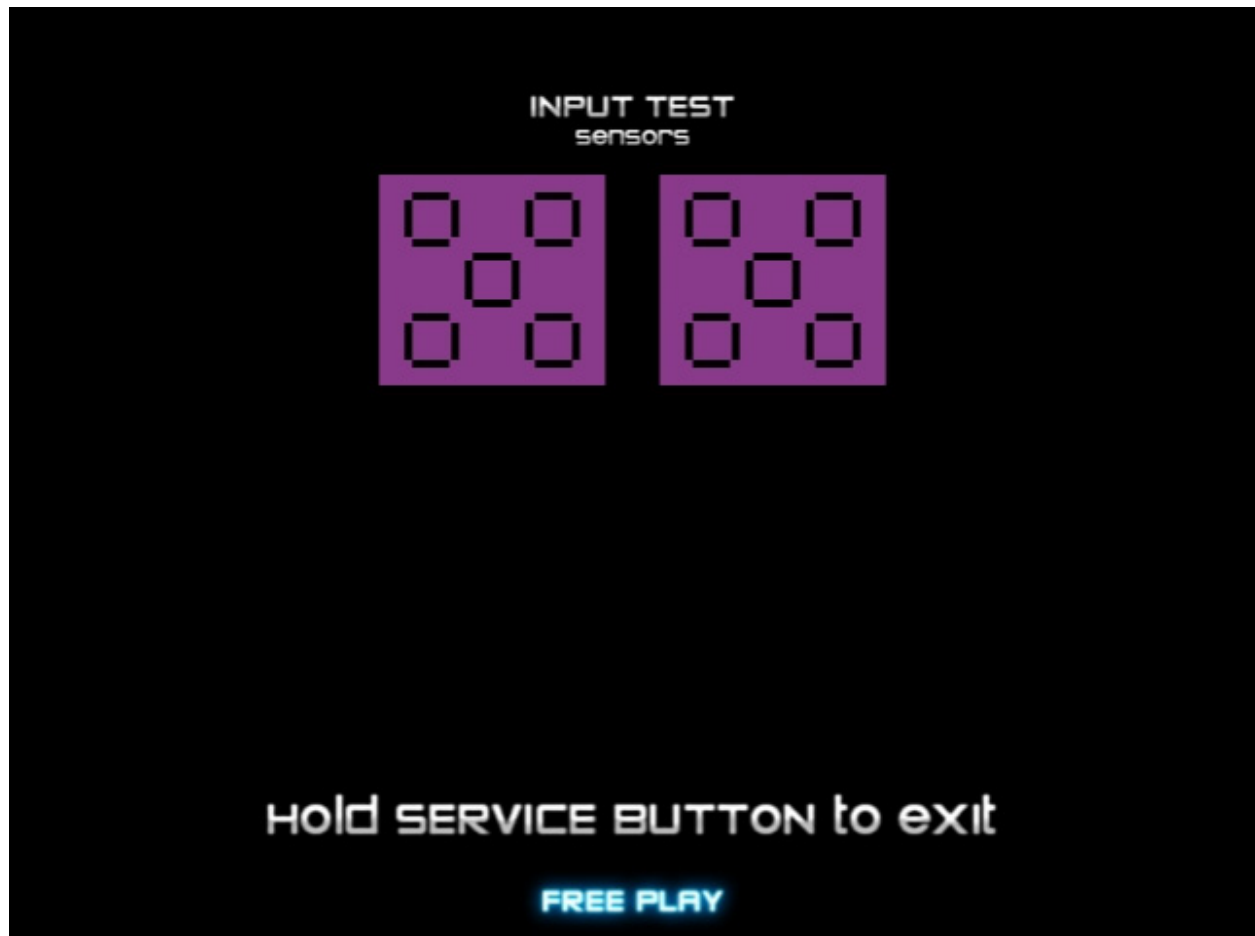
If USB FLASH DRIVE fails to read in the front of the machine, please change the USB port cables over to other USB ports on the side of the MK6/9 MAIN BOX.



SERVICE MENU

TEST INPUT

Using this mode you can test the sensitivity and connection of the pressure sensors in each dance platform. Try to use a small amount of pressure in each sensor position in order to test the corresponding sensor. Check regularly to ensure maintenance is not required.



SERVICE MENU

STATISTICS

In this mode you can see which songs featured in the game are the most popular. The number to the left of the song title displays how many times the song has been selected in game mode.

Using LEFT and RIGHT will navigate you through a series of coin data screens.

Total Song Plays: 399 All-time Coin Total: 169			
22 Blow	6 Magic Girl	4 Higgledy Piggledy	2 Turkey March
19 Passacaglia	6 Shock	4 Into My Dream (...)	2 Mr. Larpus
18 Elise	6 Pavane	4 Dream To Nightm...	2 Beethoven Virus
17 Fallen Angel	6 Hypnosis (Synth...	4 X-Rave	2 Till the end of...
15 Electric	6 Nervous	4 Fresh	2 Dignity
14 Bubblegum Dance...	6 Solitary (Sanxi...	4 Winter	2 I'll Give You A...
14 Venetian Staccato	5 U Got 2 Know	3 Winter	2 Moonlight
13 Like A Man	5 Fire	3 We Got 2 Know	2 Solitary 1.5
12 Creatures ov De...	5 Wanna	3 Hot Issue	2 Turkey March -M...
11 Party 4U (Holy ...)	5 Hasse Mich	3 Dawgs In Da House	2 Get Up (and go)
9 Extravaganza Re...	5 Baroque Virus	3 Dance (The Way ...)	2 Overblow
9 Ignis Fatuus	5 Devil's Spirit	3 Shadows	2 Superman
9 Pop The Track	5 Euphorium	3 Z -the new lege...	2 Hungarian Dance V
8 True	5 Love is a Dange...	3 Enhanced Reality	2 The Devil
6 Take Out	4 Canon D	2 Final Audition 2	2 Jonathan's Dream
MOVE - DOWN LEFT or DOWN RIGHT. SELECT/EXIT - CENTER STEP. FREE PLAY			

SERVICE MENU

REMOVE BURN-IN

This screen is for use on plasma displays. Plasma displays are found on FX, CX, and TX cabinets. Plasma displays are subject to permanent burn-in if images remain shown for an extended period of time. At the first sign of burn-in, this screen should be run.

A static screen is working to rapidly change the image on the display.

The REMOVE BURN-IN screen should be run overnight once a month if the operator is trying to prevent permanent burn-in on the display. The REMOVE BURN-IN screen is not a total cure for burn-in on the display, but it does help to prevent and reduce the burn-in amount.

Exit the menu by hitting either CENTER STEP or START/GREEN. Exiting this screen will return you to the service menu.

USB USAGE

CREATE A USB PROFILE

You can use any USB drive of any size. Please make sure that your USB drive is formatted with FAT32. Insert the USB drive into the USB slot on the PIU machine. Infinity will “chime” when it recognizes your USB drive. In addition the prompt on the title screen will change from “INSERT YOUR USB DRIVE” to “READY”.

After a full game of PIU INFINITY is played, data will be created on the USB drive. When the game is over remove your USB drive and take it to your computer. Look for the files that the PIU machine created on your USB drive. For this manual, we will refer to the USB drive as “E:/”, but it may actually be assigned a different drive letter in your case.

The files created for use with PIU INFINITY will be located in “E:/Pump It Up Infinity/”
Below is an example of what you should see in the “Pump It Up Infinity” folder:

Name	Date modified	Type	Size
 Edits	4/16/2014 4:39 AM	File folder	
 LastGood	4/13/2013 11:56 PM	File folder	
 Screenshots	4/16/2014 4:39 AM	File folder	
 DontShare.sig	4/16/2014 4:39 AM	SIG File	1 KB
 Editable.ini	4/16/2014 4:39 AM	Configuration sett...	1 KB
 Stats.xml	4/16/2014 4:39 AM	XML Document	497 KB
 Stats.xml.sig	4/16/2014 4:39 AM	SIG File	1 KB

FREQUENTLY ASKED QUESTIONS:

- What if the game won't recognize my USB drive?
 - *Either the USB drive is incompatible, or it may need to be formatted.*
- Can I move these files & folders around on my USB?
 - *No.*
- How do I take a screenshot?
 - *While on the Judgement / Score screen, alternate pressing up-left and up-right on the dance pad repeatedly until a shutter sound is heard.*

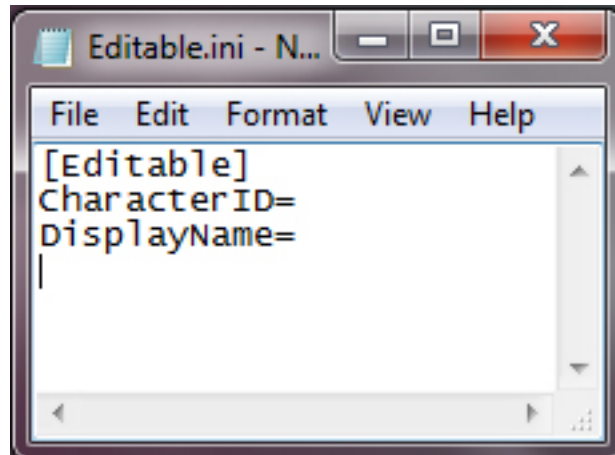
USB USAGE

CUSTOMIZE YOUR USB PROFILE

Locate "Editable.ini" and open it using a text editor. (Notepad, Word, etc.)

This file tells the machine what avatar to choose, and what name to display on the machine.

You should see the following:



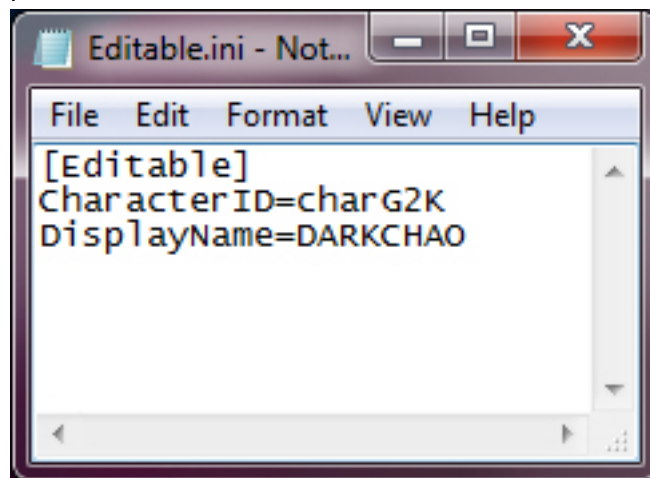
CharacterID=

Here you will type in the code for your avatar of choice.

DisplayName=

Type your display name of choice.

Here's an example of an Editable.ini file that has been customized:



Customize Editable.ini to your liking and save the file.

Next time you play, your changes will be visible.

USB USAGE

AVATAR/CHARACTER ID TABLE

The table below is intended for software version 1.05.
More Avatar/Character ID codes will be available in the future.

char0000 Another Truth	char0001 Anubis	char0002 Bang	char0003 Beat # No. 4
char0004 Beat of the War 2 (1)	char0005 Beat of the War 2 (2)	char0006 Beethoven Virus	char0007 Canon D (1)
char0008 Canon D (2)	char0009 Canon D (3)	char000A Canon D (4)	char000B Canon D (5)
char000C Canon D (6)	char000D Canon D (7)	char000E Canon D (8)	char000F Canon D (9)
char0010 Caprice of Otada	char0011 Chicken Wing	char0012 Cleaner	char0013 Dance Vibrations
char0014 Deja Vu	char0015 Destination	char0016 Dignity	char0017 Don't Bother Me
char0018 Dream to Nightmare	char0019 Energizer	char001A Essa Maneira (1)	char001B Essa Maneira (2)
char001C Extravaganza Reborn	char001D Extravaganza	char001E Fallen Angel (1)	char001F Fallen Angel (2)
char0020 Fallen Angel (3)	char0021 Faster Z	char0022 Gargoyle	char0023 Heel and Toe
char0024 Interference	char0025 J Bong	char0026 Kitty Cat	char0027 Ladybug

USB USAGE

char0028 Last Day Alive	char0029 Moonlight	char002A Oy Oy Oy	char002B Papa Gonzales (1)
char002C Papa Gonzales (2)	char002D Party 4U	char002E Phantom	char002F Procidimientos
char0030 Rainspark	char0031 Slam	char0032 Solitary 1.5	char0033 Soltary 2
char0034 Solitary	char0035 Tell me a Story	char0036 Tepris	char0037 The Devil
char0039 The People Didn't Know	char003A The Revolution (1)	char003B The Revolution (2)	char003C The Revolution (3)
char003D The Revolution (4)	char003E Tribe Attacker	char003F Vacuum	char0040 We Are
char0041 We Goin' Fly Remix	char0042 We Got 2 Know	char0043 Will o the Wisp	char0044 Witch Doctor #1
char0045 Witch Doctor	X	X	X

FREQUENTLY ASKED QUESTIONS:

- The avatar I chose isn't displaying, what did I do wrong?
 - *Confirm that the CharacterID exists, and if it has been typed in correctly.*
- How many avatars are there?
 - *A lot. Some are even hidden!*

USB USAGE

CREATING AND MANAGING EDITS

Find the “Edits” folder on your USB drive, inside the “Pump It Up Infinity” directory.

Name	Date modified	Type	Size
Edits	12/2/2013 10:16 AM	File folder	
LastGood	4/14/2013 12:56 AM	File folder	
Screenshots	12/2/2013 10:16 AM	File folder	
DontShare.sig	12/2/2013 10:16 AM	SIG File	1 KB
Editable.ini	12/2/2013 10:16 AM	Configuration sett...	1 KB
Stats.xml	12/2/2013 10:16 AM	XML Document	421 KB
Stats.xml.sig	12/2/2013 10:16 AM	SIG File	1 KB

Inside this folder is where your Edit files will go (.edit)

Name	Date modified	Type	Size
Baroque Virus S7.edit	6/1/2013 5:03 PM	EDIT File	4 KB
Baroque Virus S14.edit	6/1/2013 5:04 PM	EDIT File	7 KB
Beat No 4 D17.edit	4/17/2013 2:47 AM	EDIT File	11 KB

The Edit files (.edit) are required to be formatted as seen below:

```
Edit template.edit - Notepad
File Edit Format View Help
#SONG:Exact Songname;
#BPMS;;
#OFFSET;;
#STOPS;;
#DELAYS;;
#WARPS;;
#TIMESIGNATURES;;
#TICKCOUNTS;;
#COMBOS;;
#SPEEDS;;
#SCROLLS;;
#FAKES;;
#LABELS:0.000=Song Start;
#RADARVALUES;;
#NOTES:
  pump-single:
  Credit or chartname here in 1 word:
  Edit:
  difficulty level:
00000
00000
00000
00000
;
```


USB USAGE

EDIT FILE TAGS

#SONG;;

Title of the song this edit file is for. (See table)*

#BPMS;;

The beats per minute used throughout the edit file. (See table)*

#OFFSET;;

The beat 0 offset of the song the edit file is for. (See table)*

#STOPS;;

Times and durations of stops throughout the edit file.

#DELAYS;;

Times and durations of delays throughout the edit file.

#WARPS;;

Times and lengths of warps throughout the edit file.

#TIMESIGNATURES;;

The time signature of the song.

#TICKCOUNTS;;

Times and values of tickcounts throughout the edit file.

#COMBOS;;

Times and durations of altered combo sections.

#SPEEDS;;

Times, durations, and intensities of speed changes.

#SCROLLS;;

Times and values of scroll rate changes.

#FAKES;;

Times and durations of fake segments.

#LABELS;;

Song start. Should always be 0.000.

#RADARVALUES;;

Values displaying the difficulty and amount of steps in the edit file.

#NOTES;;

Stepchart data

- pump-single, pump-double, or pump-routine
- Write your name, or description
- Edit ←- must say this
- Difficulty level (10, 5, 20, 13, etc)
- Note data generated from Stepmania SSC.

**For details and specifics regarding the #SONG, #BPMS, & #OFFSET tags, please refer to the table in the next section of the manual. Some values may change over time, stay updated on the Pump it Up Infinity Facebook page for details on upgrades & patches.*

USB USAGE

SONGLIST AND EDIT TEMPLATE DATA

The table below is intended for software version 1.05.

More songs will be made available in the future.

SONGNAME	#SONG;;	#BPMS;;	#OFFSET;;
Hypnosis	102 Hypnosis	0.000=180.200	-0.05100
Funky Tonight	109 Funky Tonight	0.000=105.050	-4.59800
Another Truth	<--	0.000=136.000	-2.61600
Final Audition	<--	0.000=130.500	-1.89425
Extravaganza	<--	0.000=195.000	-3.78100
Com'Back	<--	0.000=158.000	-1.55700
Mobius Strip	<--	0.000=106.000	-0.08700
Final Audition 2	<--	0.000=130.510	-6.17400
Turkey March	<--	0.000=150.000	-4.31000
Don't Bother Me	<--	0.000=110.000	-2.21750
We Are	<--	0.000=115.930	-5.04400
Solitary	<--	0.000=136.000	-0.01500
Mr. Larpus	<--	0.000=190.000	-1.72900
Run to You	Run to you	0.000=132.000	-1.52400
Beethoven Virus	<--	0.000=162.000	-0.17300
Slam	<--	0.000=132.000	-0.62750
Chicken Wing	<--	0.000=200.000	-0.10100
Final Audition Ep. 1	<--	0.000=189.000	-0.65800
Dr. M	<--	0.000=145.000	-0.02900
Emperor	<--	0.000=150.000	-0.79100
Love is a Danger Zone	<--	0.000=140.000	-0.00400

USB USAGE

My Way	<--	0.000=118.000	-0.07200
Point Break	<--	0.000=92.000	-0.05500
Winter	<--	0.000=168.000	-1.40600
Will o' The Wisp	Will-O-The-Wisp	0.000=210.000	-0.07900
Till the End of Time	Till the end of time	0.000=140.000	-1.12000
Oy Oy Oy	<--	0.000=148.000	-0.63300
Miss' Story	Miss S' Story	0.000=111.000	-1.07900
Set Me Up	Set me up	0.000=120.000	-0.13100
Dance With Me	Dance with me	0.000=122.000	-0.75900
Vook	<--	0.000=184.000	-0.07600
Csikos Post	Csikos' Post	0.000=180.000	-0.03200
Bee	<--	0.000=160.000	-0.09700
Beat of the War	Beat of The War	0.000=186.000	-0.00200
Final Audition 3	<--	0.000=130.500	0.08000
Monkey Fingers	<--	0.000=186.000	-0.21300
Pump me Amadeus	<--	0.000=170.000	-0.15250
X Tream	X Treme	0.000=162.000	-0.09000
Dignity	<--	0.000=195.000	-0.02700
What Do You Really Want	What Do You Really Want?	0.000=110.000	-0.08900
Deja Vu	<--	0.000=115.000	0.00400
I'll Give You All My Love	<--	0.000=164.000	-0.04500
J Bong	<--	0.000=140.000	-0.03500
Solitary 2	<--	0.000=136.000	0.27300
Canon D	<--	0.000=160.000	-0.07200
Beat of the War 2	Beat of The War 2	0.000=190.000	-0.02100
Moonlight	<--	0.000=180.000	-0.02800

USB USAGE

Witch Doctor	<--	0.000=195.000	-0.00200
Love is a Danger Zone 2	Love is a Danger Zone pt. 2	0.000=162.000	-0.77500
Phantom	<--	0.000=136.000	-0.03900
Papa Gonzales	<--	0.000=145.000	-0.07900
Mr. Fire Fighter	<--	0.000=158.000	0.00303
LIADZ 2 [ANOTHER]	Love is a Danger Zone pt.2	0.000=162.000	-0.74900
Witch Doctor #1	<--	0.000=122.000	-0.03100
Chimera	<--	0.000=210.000	-0.08100
Fly	<--	0.000=128.000	-0.04900
Gun Rock	<--	0.000=104.000	-0.03800
We Goin' Fly Remix	<--	0.000=112.000	-0.03100
Final Audition Ep. 2-1	<--	0.000=170.000	-0.01900
Final Audition Ep. 2-2	<--	0.000=200.000	-0.02600
Solitary 1.5	<--	0.000=136.000	-0.05400
Beat the Ghost	Beat The Ghost	0.000=124.000	-0.02700
Caprice of Otada	<--	0.000=160.000	-0.02700
Faster Z	<--	0.000=162.000	-0.09300
Pumptris Quattro	<--	0.000=153.000	-0.02700
Beat # No. 4	Beat # No.4	0.000=121.000	-0.02000
Guitar Man	<--	0.000=120.000	-0.02700
Higgledy Piggledy	<--	0.000=150.000	-0.02700
Jam O Beat	<--	0.000=120.000	-0.03600
Blaze Emotion	<--	0.000=170.000	-0.08500
Cannon X.1	<--	0.000=185.000	-0.12200
La La La	<--	0.000=102.000	-0.03200
Crazy	<--	0.000=108.095	-0.06200

USB USAGE

Procedimientos para llegar a un comun acuerdo	Procedimientos para llegar a un comun acuerdo	0.000=160.000	-0.26750
Digan Lo Que Digan	<--	0.000=162.000	-0.17500
The People Didn't Know	The People didn't know	0.000=134.000	-0.04700
DJ Otada	<--	0.000=180.000	-0.05000
K.O.A. Alice in Wonderland	K.O.A \: Alice In Wonderland	0.000=156.000	-0.08300
Toccata	<--	0.000=104.000	-0.04100
Dawn of the Apocalypse	Dawn of The Apocalypse	0.000=190.000	-0.07450
Final Audition Ep. 2-X	<--	0.000=170.000	-0.06400
Pumptris 8-bit version	Pumptris 8Bit ver.	0.000=162.000	-0.05300
X-Tree	<--	0.000=190.000	1.20600
Sorceress Elise	<--	0.000=158.000	1.33500
U Got 2 Know	<--	0.000=127.000	-0.02900
Destination	<--	0.000=150.000	-0.03600
Fire	<--	0.000=126.000	-0.26500
Wanna	<--	0.000=161.000	-0.02800
Vacuum	<--	0.000=200.000	-0.206000
Xenesis	<--	0.000=152.000	-0.01000
Tek -Club Copenhagen-	<--	0.000=132.000	-0.03600
Hello William	<--	0.000=170.000	-0.04400
Turkey March -Minimal Tunes-	<--	0.000=130.000	-0.04600
Get Up (and Go)	Get Up (and go)	0.000=164.000	-0.07600
Phantom -Intermezzo-	<--	0.000=140.000	-0.05100
Tepris	<--	0.000=144.902	-0.93400
Cleaner	<--	0.000=203.000	-0.02500
Interference	<--	0.000=180.400	-0.35100

USB USAGE

Take Out	<--	0.000=170.000	-0.02600
Overblow	<--	0.000=155.000	-0.02800
We Got 2 Know	<--	0.000=128.000	-0.02600
Hot Issue	<--	0.000=128.000	-0.03500
Magic Girl	<--	0.000=136.000	-0.52500
Shock	<--	0.000=135.000	-0.03200
Last Farewell	<--	0.000=135.000	-0.02500
Superman	<--	0.000=150.000	-0.02600
Like A Man	<--	0.000=180.000	-0.02600
Crash Day	Crashday	0.000=220.000	-0.05500
Hungarian Dance V	<--	0.000=145.000	-0.04400
The Devil	<--	0.000=130.000 ,36.000=140.000 ,68.000=150.000 ,100.000=160.000 ,132.000=170.000 ,164.000=180.000 ,196.000=190.000 ,212.000=200.000 ,228.000=210.000 ,244.000=220.000 ,260.000=230.000 ,268.000=240.000 ,276.000=220.000	-0.05300
Native	<--	0.000=135.000	-0.02600
Pavane	<--	0.000=160.798	-0.07600
Jonathan's Dream	<--	0.000=140.000	0.63600
Dance Vibrations	<--	0.000=130.000	-0.00300
Energizer	<--	0.000=151.500	0.00200
!	<--	0.000=155.000	-0.00600
Anubis	<--	0.000=110.000	-2.18500
Clockwork Genesis	<--	0.000=175.000	-1.37500

USB USAGE

Coming Out	<--	0.000=130.000	-0.00300
Dawn (Perpetual Mix)	<--	0.000=171.000	0.000
Esperanza	<--	0.000=147.246	-1.63300
Feels Just Like That Night	<--	0.000=135.000	-0.00200
Hasse Mich	<--	0.000=280.000	-0.00300
Heel and Toe	<--	0.000=185.000	-0.65300
Into My Dream	Into My Dream (Kaveh Azizi Remix)	0.000=140.000	-0.00500
Love Eternal	<--	0.000=160.000	-0.00200
Monolith	<--	0.000=196.000	-0.00400
Re-Rave	RE-RAVE	0.000=146.000	-0.00300
Stop! & Go	STOP! & Go	0.000=137.000	-0.00600
Take Me Back	<--	0.000=172.000	-1.39400
Virtual Emotion	<--	0.000=180.000	-0.00300
VVV	<--	0.000=78.500 ,14.000=314.000 ,79.000=144.840 ,87.000=72.420 ,91.000=157.000 ,123.000=340.000 ,189.000=98.850 ,193.000=135.000 ,225.000=67.500 ,228.000=340.000 ,245.021=370.000 ,261.000=388.000 ,277.000=400.000 ,285.000=200.000 ,289.000=562.500 ,329.000=602.525 ,369.000=154.690	-0.00200
Xuxa	<--	0.000=160.000	-0.00500
Y2Z	<--	0.000=162.000	-0.00100
Kitty Cat	<--	0.000=128.000	-0.00200

USB USAGE

Ladybug	<--	0.000=133.000	-0.00400
Move It Groove It	<--	0.000=112.000	-0.00300
Shooting Star	<--	0.000=134.000	-0.01900
Allegro con Fuoco	Allegro Con Fuoco	0.000=156.000	-0.00400
Be Alive	Be Alive (Raaban Inc. Mix)	0.000=142.000	-0.03100
Boulafacet	<--	0.000=170.000	0.71600
Chaotic WHITE	<--	0.000=128.000	-0.00400
Coalesce	<--	0.000=137.000	-0.00800
Concerto	<--	0.000=140.000	-0.00200
Crowdpleaser	Crowdpleaser (Drop the Mic Mix)	0.000=136.000	-0.88900
Dawgs In Da House	<--	0.000=158.000	0.000
Dream To Nightmare	<--	0.000=178.000	-0.03100
EternuS	<--	0.000=140.000	-0.00500
Gargoyle	<--	0.000=150.000	-0.00300
Go	GO! (EK Mix)	0.000=152.000	-0.00300
Hardkore Atomic	<--	0.000=180.992	-0.03600
HardKore of the North	Hardkore of the North	0.000=190.000	-0.04800
Hell Flame	<--	0.000=172.000	-1.05500
Maslo	<--	0.000=130.000	-1.84900
Necromancy	<--	0.000=173.000	-0.02700
Rainspark	<--	0.000=125.000	-0.00400
Rave Until the Night is Over	Rave Until The Night Is Over	0.000=144.000	-0.00900
Rave Until the Night is Over CTM	Rave Until The Night Is Over (C.T.M.)	0.000=148.000	0.000
Right Back Up	<--	0.000=117.000	-2.05500
Rippin' it Up	Rippin' It Up	0.000=128.000	-0.03000

USB USAGE

Rockhill	<--	0.000=140.000 ,147.000=147.000 ,148.000=140.000 ,204.000=133.500 ,205.000=140.000	0.000
Smells Like A Chocolate	<--	0.000=176.000	-0.00800
Span	<--	0.000=139.000	-0.00500
Star Command	<--	0.000=155.000	-0.00600
Switchback	<--	0.000=112.000	-1.58900
Tell Me A Story	Tell Me A Story (Compendium Mix)	0.000=127.000	-3.35500
The Last Firstborn	<--	0.000=134.000	0.000
Tribe Attacker	<--	0.000=150.000	-0.03700
What Happened	<--	0.000=130.000	-0.00700
X-RaVE	X-Rave	0.000=147.000	-0.00300
Baroque Virus	<--	0.000=135.000	-0.00600
Blow	<--	0.000=130.000	-0.01700
Bubblegum Dancer	Bubblegum Dancer (J-mi & Midi-D Remix)	0.000=175.000	-0.00600
Creatures Ov Deception	Creatures ov Deception	0.000=190.000	-0.00200
Dance (The Way It Moves)	<--	0.000=124.000	-0.02600
Devil's Spirit	<--	0.000=116.000	-0.23200
Electric	<--	0.000=120.000	-0.15500
Elise	<--	0.000=162.000	-0.07400
?????	?????	0.000=?????	?????
Euphorium	<--	0.000=158.000	-0.05700
Extravaganza Reborn	<--	0.000=190.000	-0.03300
Fallen Angel	<--	0.000=157.000	-0.00200
?????	?????	0.000=?????	?????

USB USAGE

Fresh	<--	0.000=103.000	0.02400
Hypnosis (Synthwulf Mix)	<--	0.000=175.000	-0.00200
Ignis Fatuus	<--	0.000=220.000	-0.00300
Invincible	<--	0.000=90.000	-0.08400
Last Day Alive	<--	0.000=140.000	-0.03100
LIADZ (Cranky Remix)	Love is a Danger Zone (cranky mix)	0.000=155.000	-0.79400
Nervous	<--	0.000=174.000	0.000
Party 4u (Holy Nite Mix)	Party 4U (Holy Nite Mix)	0.000=159.000	-1.08600
Passacaglia	<--	0.000=175.000	-0.00200
Pop the Track	Pop The Track	0.000=160.000	-1.05900
Shadows	<--	0.000=135.000	-0.00400
Solitary (Sanxion7 Mix)	<--	0.000=136.000	-0.49800
The Ark Sailing Over the Truth	The Ark Sailing Over Truth	0.000=210.000	-0.00400
The Best it's Gonna Get	The Best It's Gonna Get	0.000=130.000	-0.01200
The Fool	<--	0.000=199.020	-0.02100
The Revolution	<--	0.000=160.000	-0.03400
True	<--	0.000=135.000	-0.05600
Venetian Staccato	<--	0.000=170.000	-0.34900

TAKING A SCREENSHOT

You can take a screenshot of your performance and save it to your USB drive for use on your computer. While on the Judgement / Score screen, alternate pressing up-left and up-right on the dance pad repeatedly until a shutter sound is heard.

Screenshots are saved in "E:/Pump It Up Infinity/Screenshots"

USB USAGE

UPDATING INFINITY WITH USB

You can update your local PIU INFINITY machine to the latest version by downloading an update online and placing it on your USB drive.

Observe local arcade machines software version in the upper right of the title screen.

Download the latest update(s) at <http://piudev.info/infinity-update/>

You will need to acquire any updates leading up to the latest one. (ex: if the machine has 1.03 and the latest version is 1.06, you must download 1.04, 1.05, and 1.06)

Place the update files on the root of your USB drive. (ex: E:/inf105.piu)

Insert one credit into the machine and insert your USB. Infinity will find the update automatically and start to install once the update is verified. The machine may restart several times if more than one update is being installed.

Your credit will remain in the machine after the machine is fully updated.

NOTES

This space is reserved for operator notes.



ANDAMIRO[®]

www.andamiro.com

www.facebook.com/piuinfinitly