

Bally - 1992
Creature From The Black Lagoon (CFTBL)

Creature “Movie Poster Mod”

The Creature “Movie Poster Mod” is a mod that is designed in Australia by a CFTBL owner for all the other CFTBL owners around the world that love their game and want to capture that classic 50's / 60's / 70's feeling with that classic remembered movie posters displayed at the movies (in doors and at the drive-in) showing you what was coming up soon. This mod is also a relative simple one to fit, looks cool and suits the era and game perfectly uterlising a bare and black RHS corner. This is a the single Static Poster version of this mod.



Thank you for your support and we hope you will enjoy this mod for many years to come.

Proudly Designed by



swinks.com.au

manual rev-6 (15-11-19)

1 of 33

This mod comes in 2 available options

1. Poster Mod (Static)
2. Poster Mod (LCD)

Movie Poster Mod (Static)

pages 7-19

This is basically a DIY (Do It Yourself) kit as you can get all the parts directly from Shapeways and Comet Pinball and you are good to go and works out much cheaper if you are in the US. If parts come to me (in Australia) and back to you it will be more expensive just on postage alone costing around \$50 on top of what it would cost you for a DIY option.

Movie Poster Mod (LCD)

pages 20-35

This is another kit which is a DIY as we intended to manufacture this mod but due to some glare issues which were solved by removing the touch glass screen - which **voids all warranties** so we chose not to supply as a pre-assembled complete kit. But I will include all the instructions empowering you to put this kit together at the end of this manual. All the parts come from Shapeways, Comet Pinball, 4DSystems & DKPinball or the like. Doing it yourself will take a little time to source the parts and about 60 - 90 minutes to perform. I take no responsibility for any issues and no longer have my screen so I am unable to assist in problem solving. Why am I still providing this information - simply because some people keep requesting it.

Model Option Note: - The main housing (current one on Shapeways) is universal so anyone with a lcd version can step back to a static version and anyone with a static version can upgrade to a LCD with just an alternative retainer required.

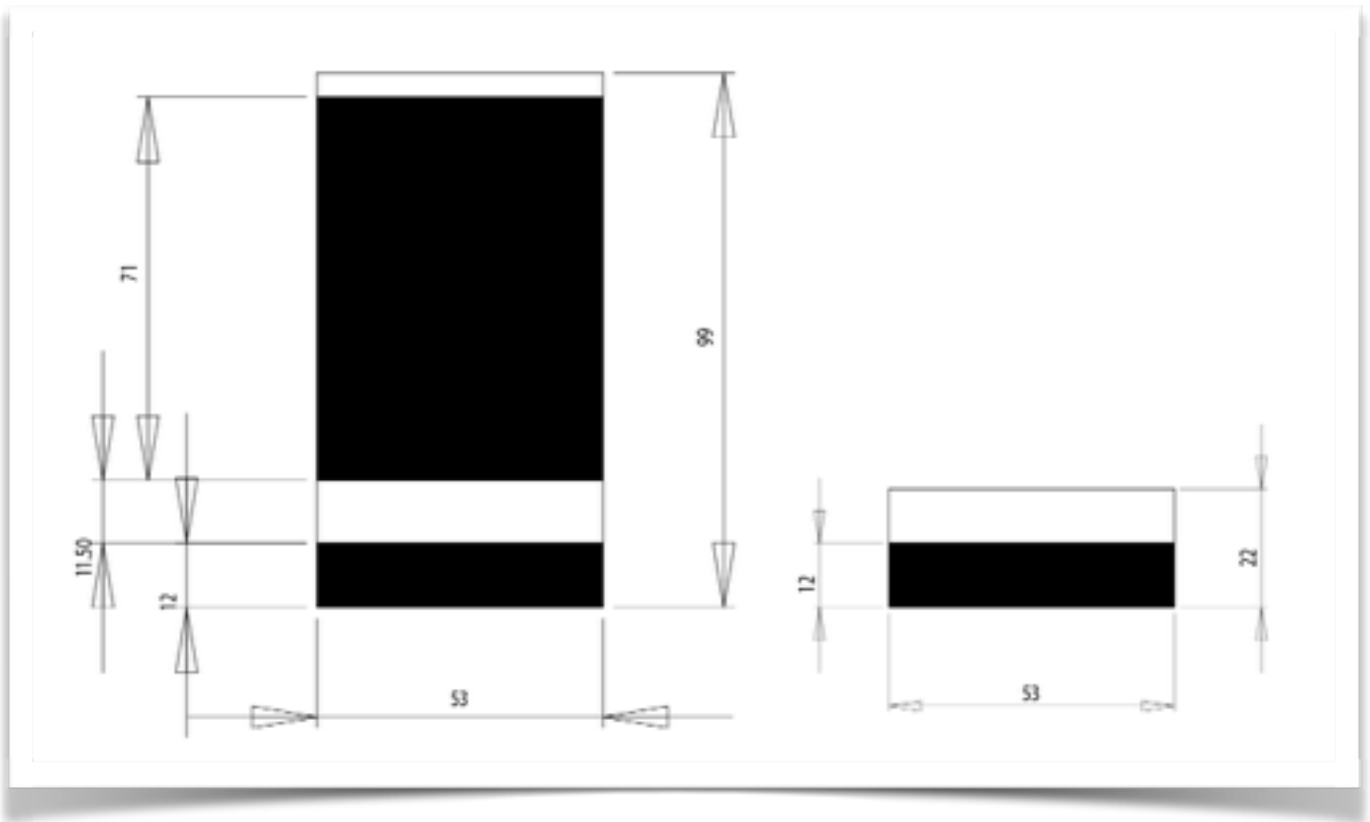
Note: In proceeding with the LCD version: Requires removing the touch sensitive glass panel which is easy to do but will void the warranty but will not affect the screen function. You simply use a small flat blade jewellers screw driver or similar to pop the seal at the wider bottom side of the screen and crack the 1mm wide silicon type seal all around. There will be 4 wires linking the glass screen to the screen body - simple snip the wires and this function will be removed. Best to perform after you are happy with the slide show just incase removing the touch glass panel causes issues for you. In removing the glass screen the white frame can just be seen when installed into the mod but acts like a little contrast frame and looks fine - see page 30.

Pricing Note:

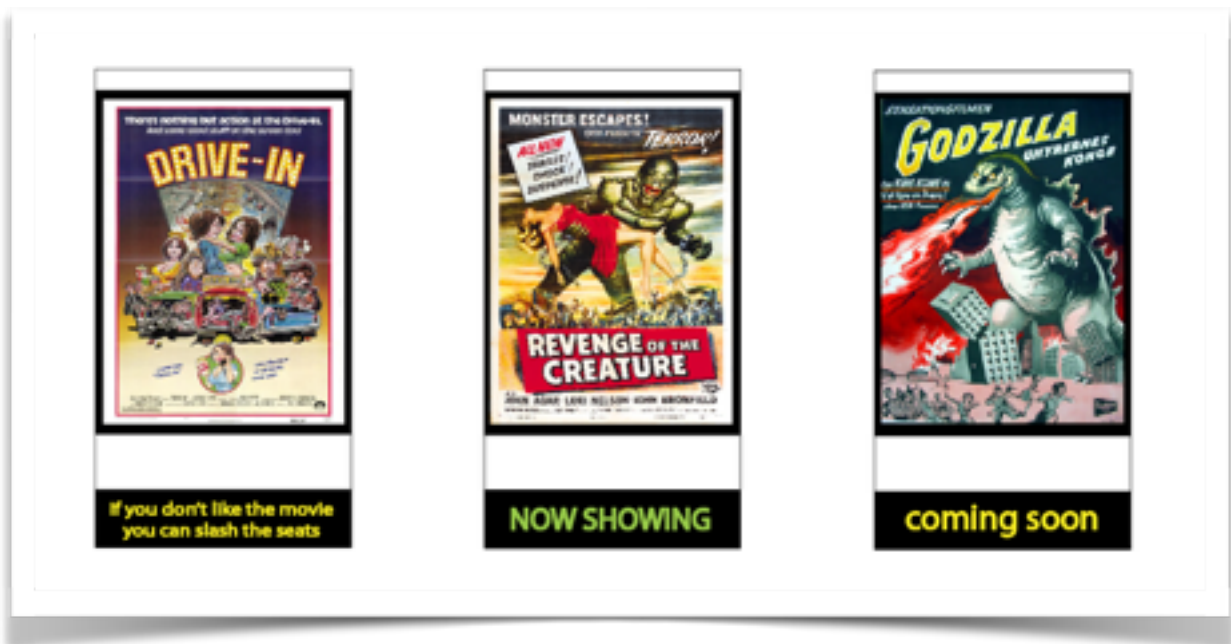
This is an updated manual as someone requested it so the prices quoted are from a couple of years ago so the pricing maybe be slightly different so please check all the parts before purchasing

The Mod Art - For the Static & LCD version

- Below is a image of the poster sizing (in millimetres) to design your poster to for a great fit and recommend printing on photographic paper.



- I had designed a few A4 sheets with 4 designs per page ready for you to print and cut but have lost these files sadly - but they looked like this and a lot of the posters can be found on the internet so it is something you can do in Word, Excel or a Art Program on the computer.



The Mod Programming - For the LCD Version

This was a challenge when doing it blind with no help but with many hours of trying and help from a fellow Pinsider and 4DSYSTEMS I documented the steps of how to do it. The Starter kit comes with a lead and adaptor with the lead plugging into the screen and the adaptor into say a typical usb camera lead to your computer which will supply 5vdc to power the screen. This is based on what 4dsystems made available a few years ago so check their site before purchasing anything.

1. Contact me for a Gif File with 112 posters or if you are a Mac user download Giffun (super easy to use) and save the file as a 320 x 240 pixel file.
2. Create a folder for the slide show on your computer (Posters.gif) or something to the like.
3. Copy and paste the program code from this manual on page 6.
4. Create a 2nd folder for the programme on your computer with the programme called (Posters).
5. Go to 4DSYSTEMS and download their free program - Workshop http://www.4dsystems.com.au/product/4D_Workshop_4_IDE/
6. This is only a Windows program but if you have Parallels on a Mac you can run via windows this way.
7. Open 4D Workshop
8. Open New Project on left hand side
9. Select screen type - uLCD-28PTU or Gen4 2.8"
10. Select Next >
11. Select Visi >
12. Ensure screen is clear of any programs
13. Copy & paste program on to the main - black screen
14. Save the programme in your folder as a visi project
15. On the right hand side is OBJECT has a drop down and should have a video option - select
16. Top menu > Widgets
17. Select > Video - then touch the black display screen on the right hand side and a menu box comes up to locate your Posters.gif
18. Select Gif > open
19. The image appears in the screen and maybe needs to be resized to the max parameters - drag the red box to fill the screen.
20. Ensure the settings below the image is as below
 1. Object - video 1
 2. Name - video 1
 3. Alias - video 1
 4. Height - 320
 5. Width - 240
 6. Video - correct poster gif file name
21. Code check - ensure the gif total is equal to that in the code - for me was 112 images.
22. Go to the top bar & select HOME
23. Ensure the mini SD card is blank and formatted to FAT16
24. Connect the screen with an empty SD card inside it and also connect up a USB reader as well to your computer (if on a Mac ensure you connect up when in Windows mode otherwise the programme can not find it).
25. Save program
26. Ensure to check the project button > Flash (is ticked)
27. Top Bar > select COMPILE & DOWNLOAD
28. Copy Confirmation
 1. remove the SD card from the screen
 2. insert the SD card into the USD Card Reader (take note of the pop up on the drive letter that the card goes to - G in my case)
 3. for me select Drive G in the pop up Drive Box option
 4. select OK
 5. Progress to SAVE and all going well you are done.

6. You will then remove the SD card from the USB card Reader and install into the powered up screen and the slide show should start immediately. If not power down the screen, insert the card and re-power.

Note: it was daunting for me without any real guidance and wasted over 10 hours bia trial and error but with the above guide it will be easy to programme for a beginner.

Programme Notes:

1. ensure that the programme uses the same name of the posters.gif file eg is you call the gif file **CFTBL112.gif** make sure the programme has **CFTBL112** replaced instead of **Posters**
2. if you Gif file is 112 images the program will have
 - **frame:=0**
 - **frametotal:=111**
3. so if you have 200 images you will need to adjust the frame total to 199 in a few places.
 - **frametotal:=199**

GIF. File Note: the Gif file that I can issue is pretty good but I noticed that a few images that are dominated in dark colours - dark green, dark blues and blacks are harder to define. Images with whites, yellows, oranges, red's and contrasting look much better because of the viewing angle.

I will upgrade the free issue poster gif file but you can easily create your own Gif file using a program for Mac's called Giffun and not sure on the Windows option but sure their is something that is easy and fun.

Screen Programme

Note: I have coloured in the parts red & purple relating to the previous page so you can modify these parts only. The first line will adjust to Gen4 if that is the one you select in the beginning.

```
#platform "uLCD-28PTU"

#inherit "4DGL_16bitColours.fnc"
#inherit "VisualConst.inc"
#inherit "postersConst.inc"

func main()
// var hstrings ; // Handle to access uSD strings, uncomment if required
// var hFontx ; // Handle to access uSD fonts, uncomment if required and change n to font
number
// Uncomment the following if uSD images, fonts or strings used.

  putstr("Mounting...\n");
  if (!(file_Mount()))
    while(!(file_Mount()))
      putstr("Drive not mounted...");
      pause(200);
      gfx_Cls();
      pause(200);
    wend
  endif

  var frame;
  var frametotal;

// gfx_TransparentColour(0x0020); // uncomment if transparency required
// gfx_Transparency(ON); // uncomment if transparency required

// hFontn := file_LoadImageControl("posters.dan", "posters.gcn", 1); // Open handle to access uSD
fonts, uncomment if required and change n to font number dropping a and c if > 9
// hstrings := file_Open("posters.txf", 'r') ; // Open handle to access uSD strings, uncomment if
required

  hndl := file_LoadImageControl("posters.dat", "posters.gci", 1);

  frame := 0;
  frametotal := 111;

  repeat
    img_SetWord(hndl, iVideo1, IMAGE_INDEX, frame); // where frame is 0 to 111
    img_Show(hndl,iVideo1);
    pause(5000);
    frame++;
    if (frame > frametotal) frame := 0;
  forever
endfunc
```

Movie Poster Mod (Static)

Parts

Since this is a DIY type of mod due to some savings that can be made from buying directly. You will need the following parts from various places:

1. Shapeways

1 x Creature Movie Poster Mod - **Main Body** (preferably Black Nylon or select another colour / material)



1 x Creature Movie Poster Mod - **Poster Retainer** (preferably Black Nylon or select another colour / material)



which can be found here:

<https://www.shapeways.com/search?q=swinkscftbl&sort=newest>

- * Costs roughly from \$75 USD (for black) and can go higher in price if you select another material. Since the mod is in a dark corner, purchasing the black nylon option is sufficient and no painting required, simply purchase, install and enjoy. The finish of the black is textured and a flat black.

2. Comet Pinball Lighting Components - some links maybe broken as Comet Pinball have down some upgrades but all under there Matrix Section.

2 x Matrix 1 SMD 5050 Quick Connect System Flex

<http://www.cometpinball.com/MATRIX-1-SMD-5050-FLEX-6-3V-QUICK-CONNECT-p/mtx1smdflex.htm>

1 x Matrix Quick Connect Assorted Length Wire - 36"

<http://www.cometpinball.com/MATRIX-Wires-p/mtxconnect.htm>

1 x Exclusive! Plug & Play 3 SMD 6.3v- 3 SMD version in white

<http://www.cometpinball.com/6-3-V-Plug-Play-Strips-Comet-Pinball-p/6.3vsmstrips.htm>

1 x Matrix 20 SMD 8 Inch 6.3v Strip

<http://www.cometpinball.com/MATRIX-20-SMD-5050-6-3V-LIGHTED-STRIPS-p/20smd6.3vstrip.htm>

- * Costs roughly \$15 USD + postage if you purchased the above products and you can add brightness control etc as extras if desired.

3. Hardware

1 x 4mm screw that is 8-10mm long or a imperial equivalent

- * Costs roughly \$0.10 AUD

4. Colour Photo Paper Printed Designs

2 x sheets of photo paper to home print some mini posters

- * Costs roughly \$2.00 AUD

Therefore all together for a Do It Yourself mod all the parts would cost you approximately \$90 USD + postage - in the US would be a max of \$10 all together from Shapeways and Comet Pinball as based in the USA for most people.

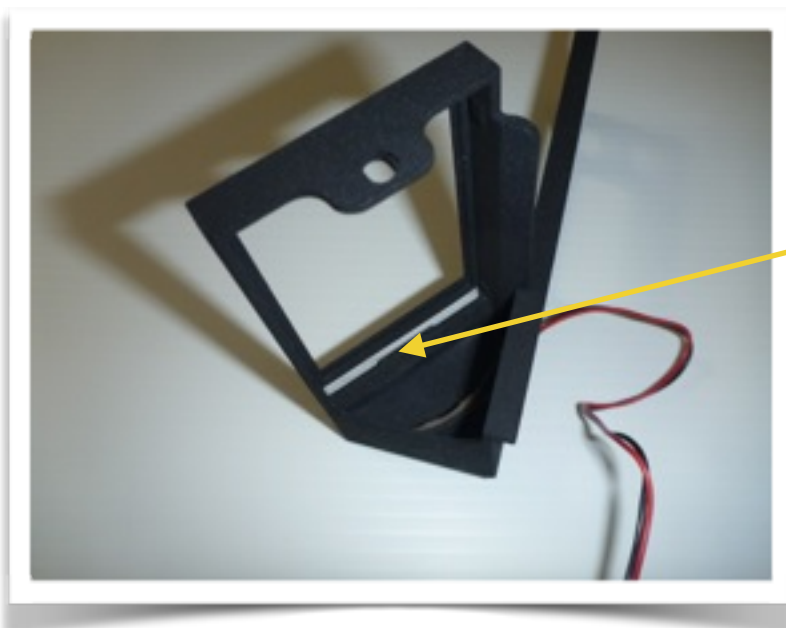
Step 1 - Prepping Your Shapeways Parts

There are only 2 steps to perform to prepare your parts:

- one is to tap one hole in the poster retainer (large component, smaller ones are 2 x off lcd retainers to 4mm or a close imperial alternative) and holes will turn white once tapped. I have upgraded the design so you can self tap with a screw so no tap required.

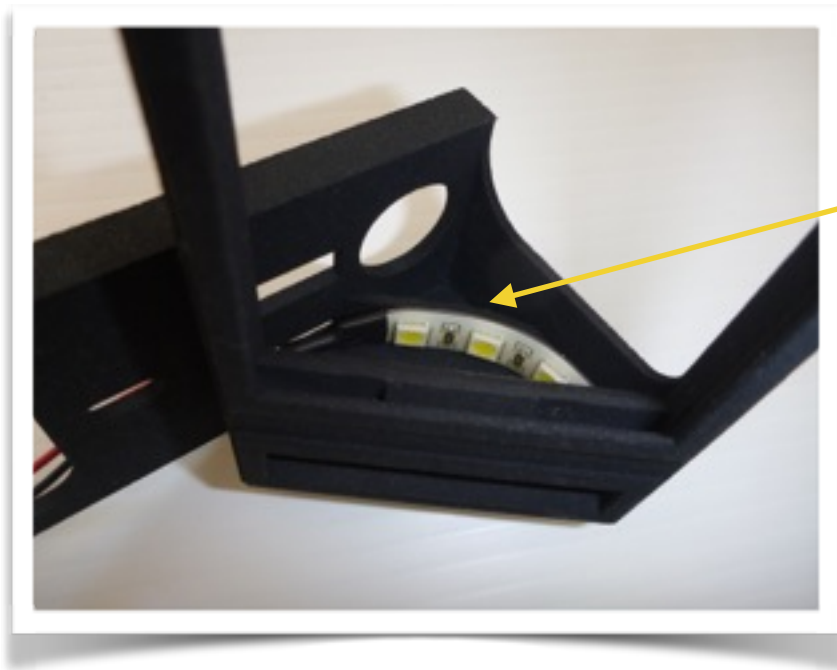


- the other is there is a small gap that the poster photo print slides between, which is between the poster and the “coming soon” message. Sometimes Shapeways hasn’t sucked out all the loose powder so you will need to find something thin and strong (1mm thick) like a 15cm / 6” steel rule and just from behind poke through and slide side to side (where the white mark is) to clear it out of any dust so then your colour print sheet can slide through.



Step 2 - Fitting the Wiring to the Shapeways Components

- Install the 3 SMD strip to the curve inside curve of the main body as shown below. This lights up the slot for your “coming soon” or another custom **message**.



- Install the 20 SMD strip around the inside outer edge of the poster retainer as shown below. This lights up the poster.

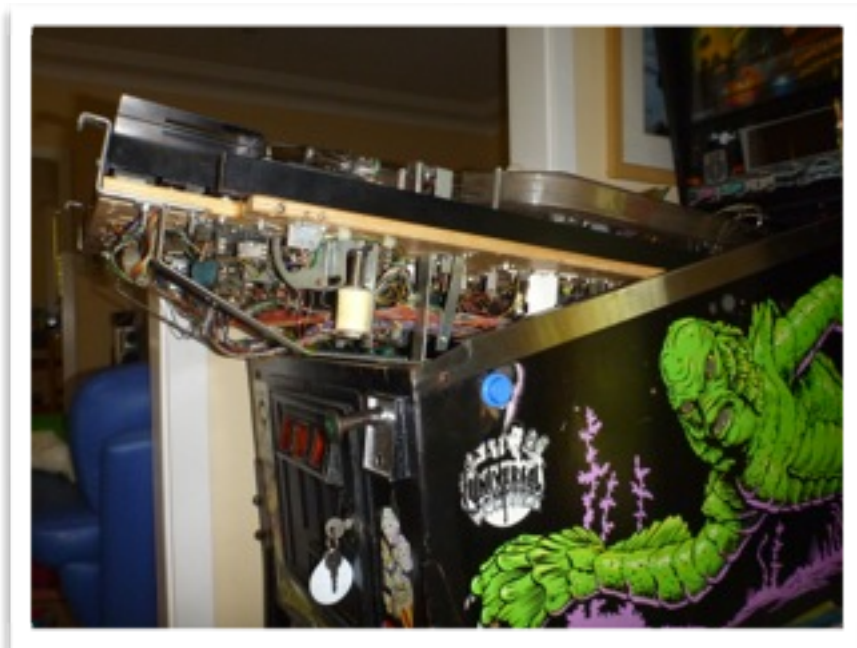


SAFETY NOTE: Before you begin with fitting parts to the game, make sure that your machine is powered off and the cord running from your machine to the wall outlet has been disconnected.

Read through these instructions completely before attempting the installation of this enhancement. Although you may know your machine inside and out, there are a few things to consider before proceeding.

Step 3 - Prepare your game.

- Remove the pin balls from the game and lift the playfield in the service position and you will need to lift the playfield up a little later on to access a globe holder and this position is easier to install the mod.



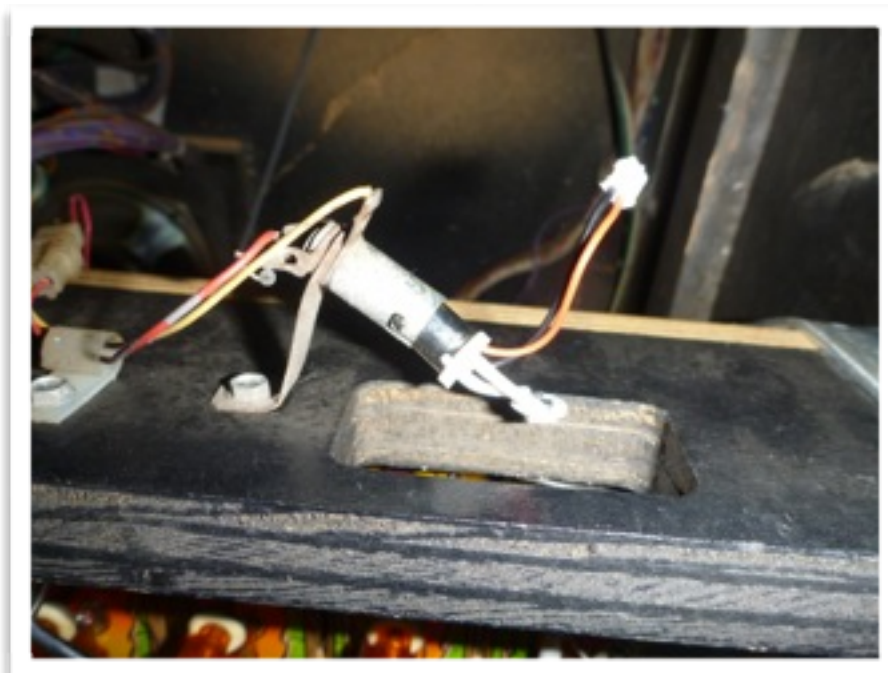
Step 4 - Removing the FILM plastic from the Game

- Remove the FILM plastic from the min playfield backboard.



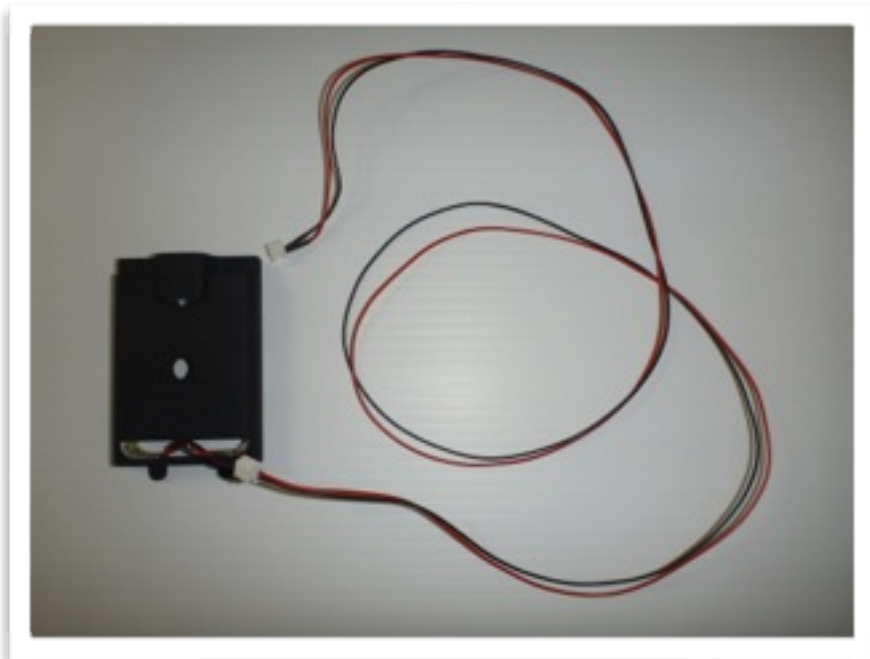
Step 5 - Fitting the replacement globe to the mini backboard

- Remove the existing bulb that is used to light up the FILM plastic on the play fields mini backboard.
- Install the 1 x Matrix 1 SMD 5050 Quick Connect System Flex in behind the FILM plastic socket
<http://www.cometpinball.com/MATRIX-1-SMD-5050-FLEX-6-3V-QUICK-CONNECT-pmtx1smdflex.ht>



Step 6 - Fitting the Wiring & Mod to the game.

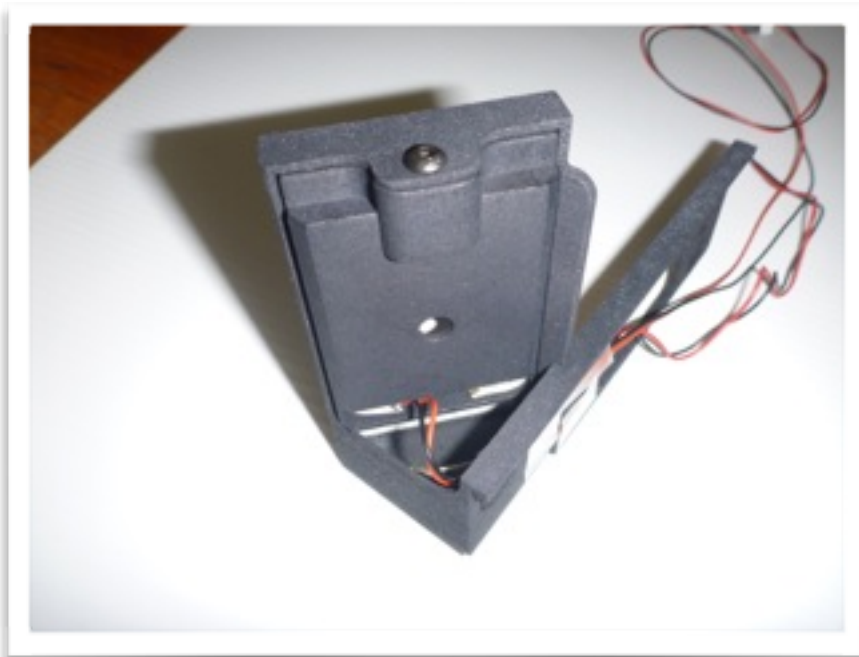
- Fit the 36" extension lead to the poster retainer.



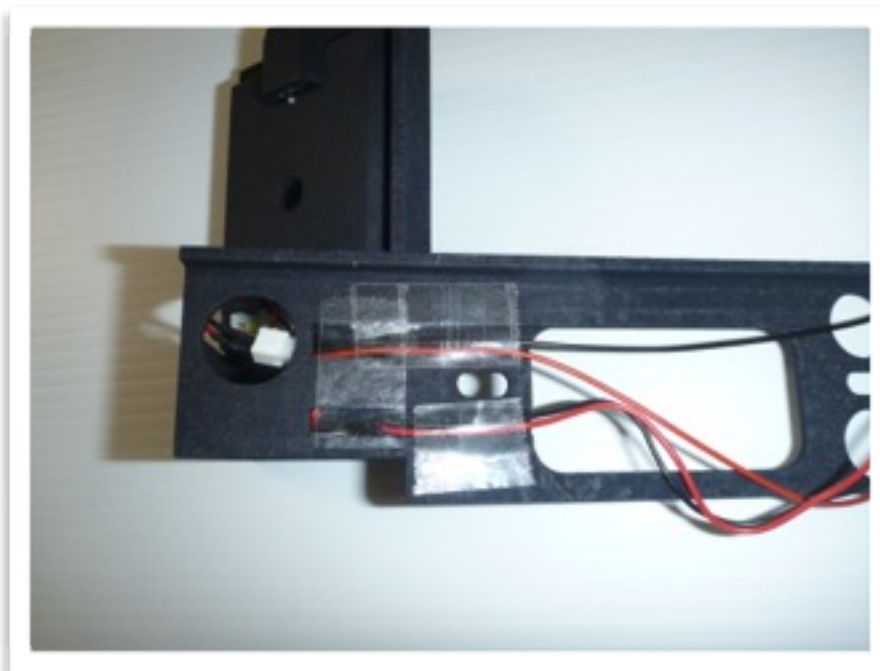
- Fit the desired Poster and below message as one sheet in from behind - refer to page 3 for printing your own posters.



- Install the Poster retainer into the back of the frame. The retainer holds the poster in place but also houses the led strip in place minimising the light blasting out the back. The hole in the back is for an optional wire access if you decide to use a pad SMD led.



- Tip - use a small piece of cellophane tape or masking tape to keep the wires in their dedicated slots to avoid the cables being pinched when assembling into the game.

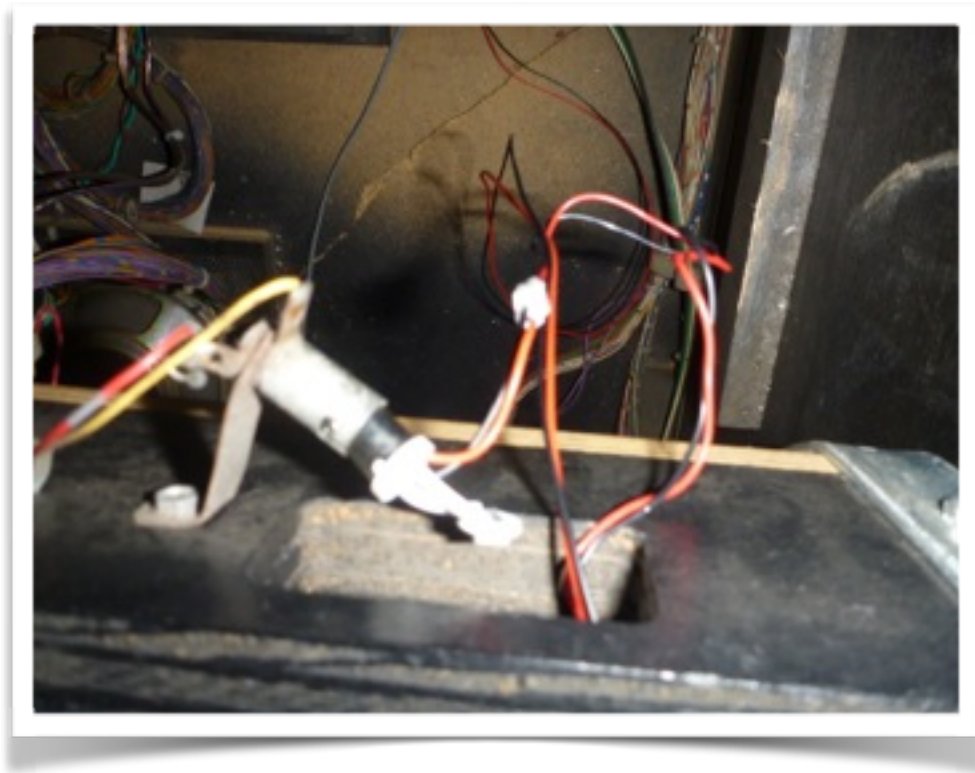


- Fit the poster frame to the mini back board, note pass the 2 leads through the FILM hole and dangle out the back for the moment. Then using the original screws and FILM plastic re-assemble the plastic and mod into plastic. The mod is basically sandwich clamped into place with no additional screws or damage occurring. The mod has a little shoulder on it to sit on top of the mini backboard for some additional support. The FILM screw holes in the mod are slotted to allow for variance but note make sure the mod when fastened down does not sit wider than the mini backboard as it may catch and break when lifting your play field in and out.
- Note: posters can be changed out later on while the frame is fitted to the mini backboard as all you do is undo the screw and slide out the retainer then slide out a design and slide in another design. This is the fun part because you could have a poster for a Comp Night, Halloween, new movie coming out currently etc and only takes a few minutes to change out.



Step 7 - Connecting up lighting and wiring

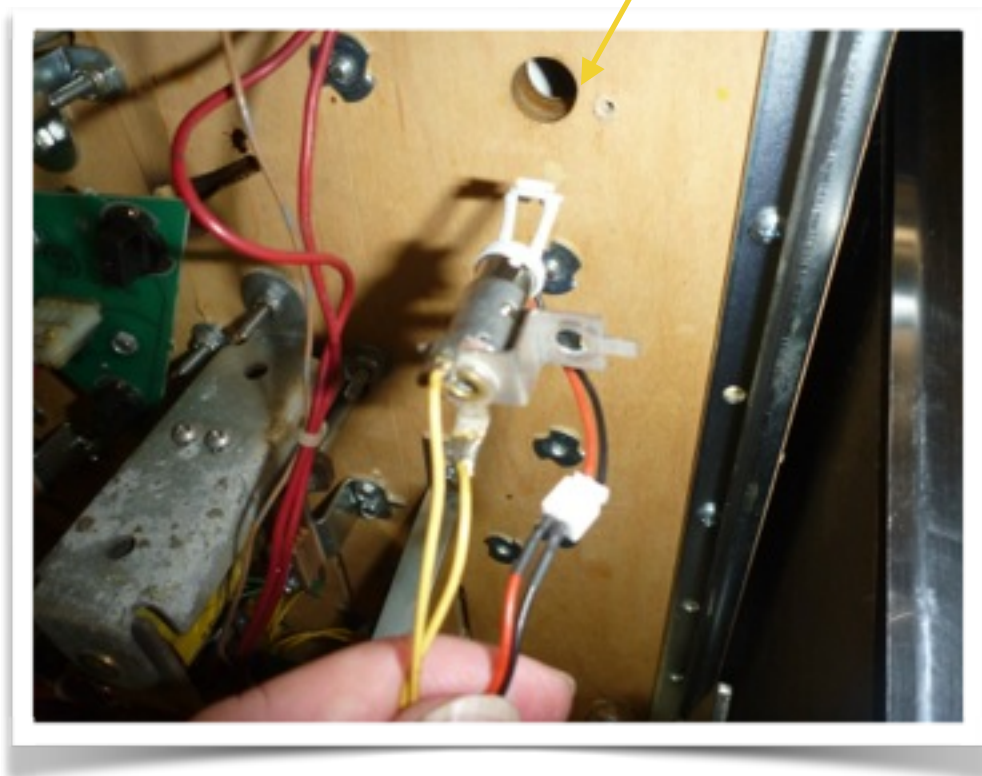
- The double adaptor wire coming from this LED powers the 3 SMD LED strip and is activated when PAID is achieved just so it is a little interactive. Alternatively you could chose to power off a GI bulb so it is always on but you will need an extra extension lead.



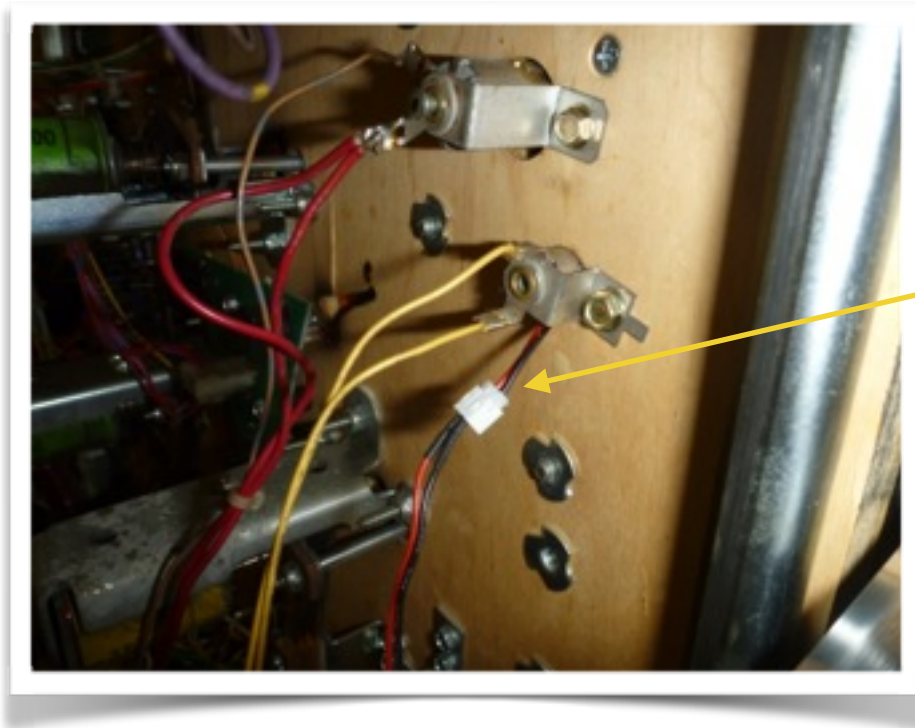
- The 36" extension lead drops down behind the play field as will hook up to a GI socket.

- Lift the playfield up and install the 1 x Matrix 1 SMD 5050 Quick Connect System Flex in to the GI socket under the playground plastic on the RHS just behind the Slide ramp. You will need to lift the playfield and unscrew the socket as per the picture below.

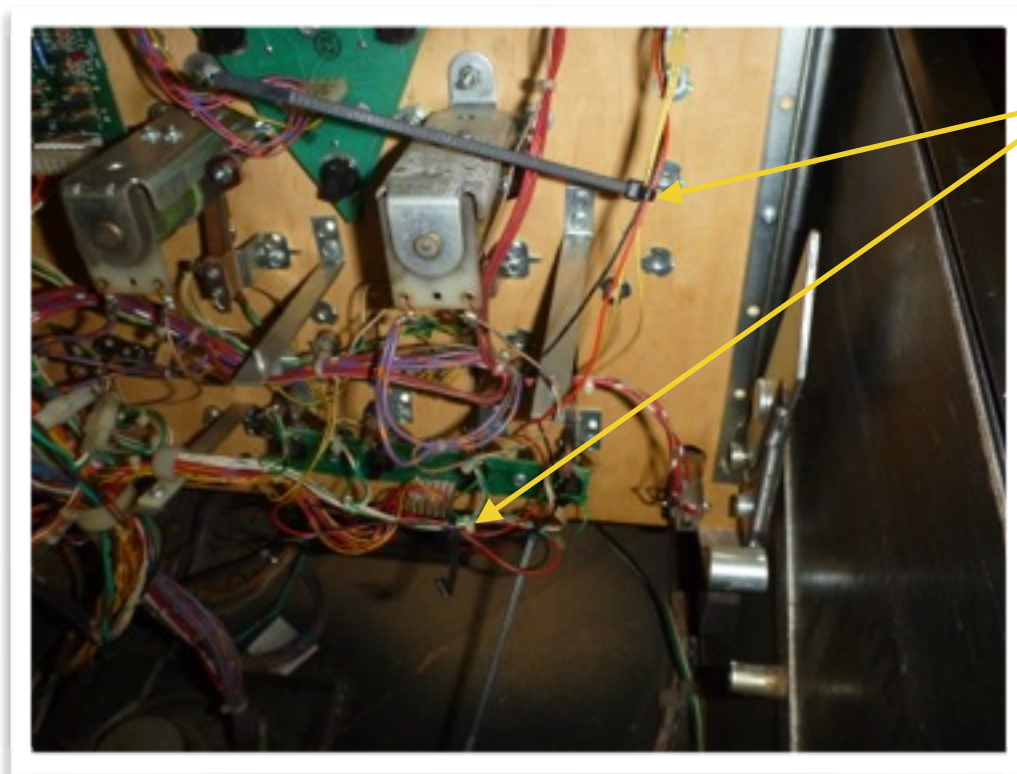
<http://www.cometpinball.com/MATRIX-1-SMD-5050-FLEX-6-3V-QUICK-CONNECT-pmtx1smdflex.htm>



- Then install the Flex SMD into the socket and feed back into the hole but ensure the small extension lead pops out through to the underside of the playfield. Then locate the 36" extension lead and connect up to this new outlet.



- Then secure the extension lead in a few locations to ensure when lifting / pivoting the playfield the cable does not get caught - note cable ties not trimmed for easier seeing - but make sure to trim back.

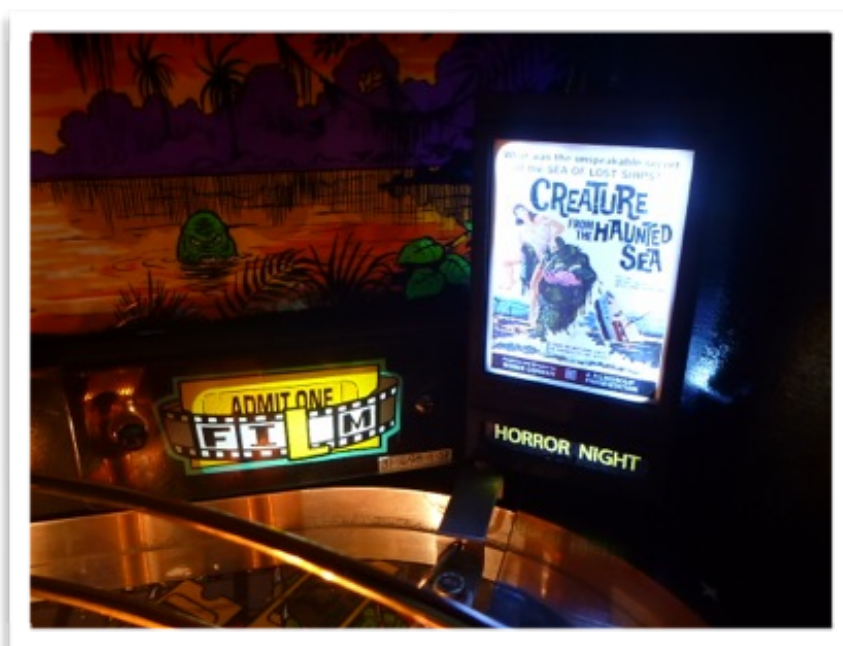


Step 8 - Test you new mod

- This mod is a simple one and runs off 1 x feature light and 1 x GI socket so hardly uses any power and will just switch on. The message box will only light when PAID has been achieved, alternatively if you want it on all the time, order one less double adaptor led and get just a double adaptor lead from Comet and run both items off the single GI extension lead to the under playfield socket. Make sure when sliding the playfield back in to watch the back RHS corner so the new mod does NOT catch as it is close but still clear but depending on the angle of slide back can hit.
- No power



- With power - in real life this isn't as washed out and has a very nice glow. The is complete now so enjoy.



Movie Poster Mod (LCD)

Parts

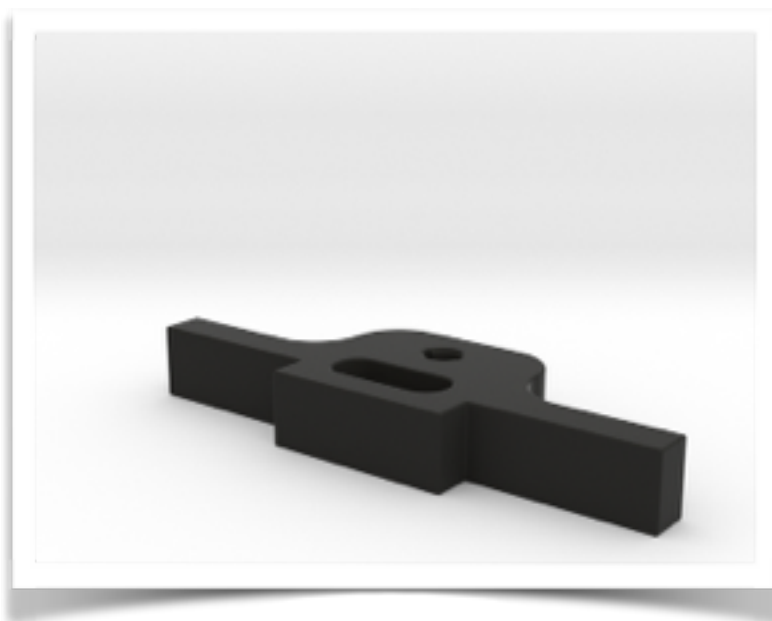
Since this is a DIY type of mod due to some savings that can be made from buying directly. You will need the following parts from various places:

1. Shapeways

1 x Creature Movie Poster Mod - **Main Body** (preferably Black Nylon or select another colour / material)



1 x Creature Movie Poster Mod - **Poster Retainer** (preferably Black Nylon or select another colour / material)



which can be found here:

<https://www.shapeways.com/search?q=swinkscftbl&sort=newest>

- * Costs roughly from \$65 USD (for black) and can go higher in price if you select another material. Since the mod is in a dark corner, purchasing the black nylon option is sufficient and no painting required, simply purchase, install and enjoy. The finish of the black is textured and a flat black.

2. Comet Pinball Lighting Components - some links maybe broken as Comet Pinball have down some upgrades but all under there Matrix Section.

1 x Matrix 1 SMD 5050 Quick Connect System Flex

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1 x Plug & Play 3 SMD 6.3v- 3 SMD version in white

<http://www.cometpinball.com/6-3-V-Plug-Play-Strips-Comet-Pinball-p/6.3vsmdstrips.htm>

- * Costs roughly \$10 USD + postage if you purchased the above products and you can add brightness control etc as extras if desired.

3. Hardware

1 x 4mm screw that is 8-10mm long or a imperial equivalent

- * Costs roughly \$0.10AUD

4. Colour Photo Paper Printed Designs

1 x home printer to print some mini posters messages

- * Costs roughly \$1.00 AUD

5. 4DSYSTEMS uLCD-28PTU or the 2016 replacement 2.8" Gen4

1 x LCD including the starter kit for programming - SK-28PTU

<http://www.4dsystems.com.au/products>

The screen would normally cost \$75 but since the adaptor is needed to programme you will need to get the Starter Kit. Check out the available distributors world wide on this website. Though the Gen 4 was never test fitted but the company assured me it would fit.

- * Costs roughly \$100.00 USD

6. Colour Photo Paper Printed Designs

1 x WPC Power Tap to plug into your board set for the 5vdc power feed.

http://www.dkpinball.com/DKWP/?page_id=531

- * Costs roughly \$15.00 USD

Lastly you will need a few parts to create a short 400-500mm lead from the power tap to the lcd to provide the power to the screen. These can be sourced from Hooked On Pinball as well as a few other Mod Suppliers.

Therefore all together for a Do It Yourself mod all the parts would cost you approximately \$191 USD + postage - in the US would be around \$20 all together from Shapeways, Comet Pinball, 4DSYSTEMS & DKPinball as all based in the USA for most people or you can make your own.

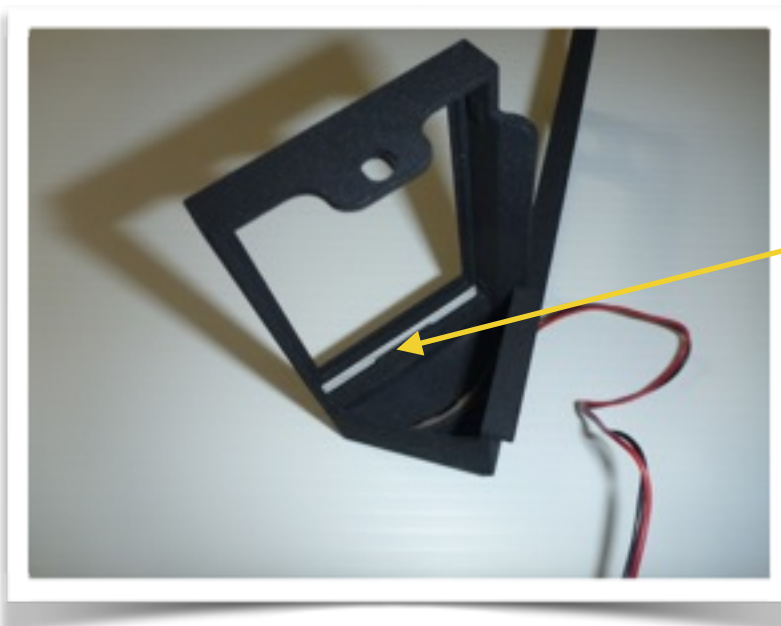
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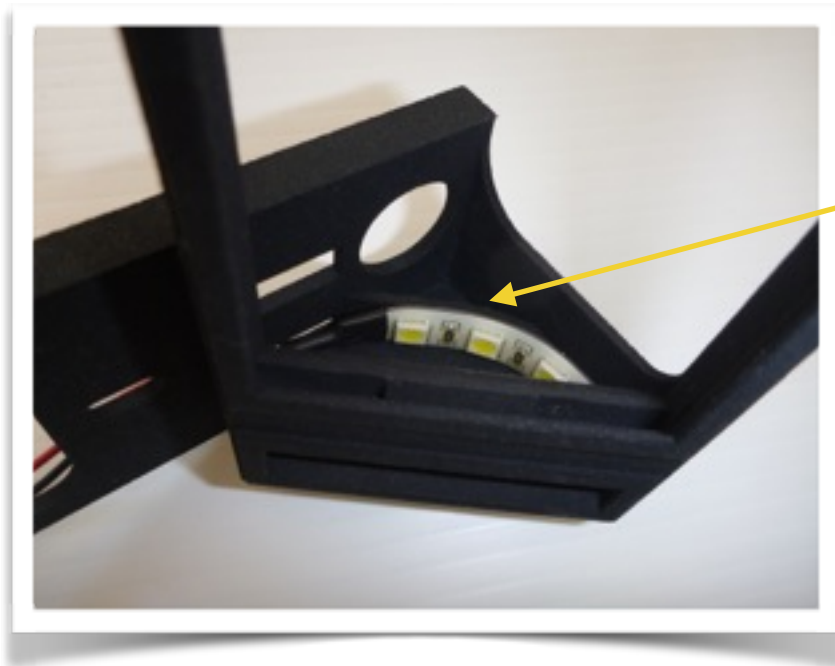


- the other is there is a small gap that the poster photo print slides between, which is between the poster and the “coming soon” message. Sometimes Shapeways hasn’t sucked out all the loose powder so you will need to find something thin and strong (1mm thick) like a 15cm / 6” steel rule and just from behind poke through and slide side to side (where the white mark is) to clear it out of any dust so then your colour print sheet can slide through.



Step 2 - Fitting the Wiring to the Shapeways Components

- Install the 3 SMD strip to the curve inside curve of the main body as shown below. This lights up the slot for your “coming soon” or another custom **message**.



SAFETY NOTE: Before you begin with fitting parts to the game, make sure that your machine is powered off and the cord running from your machine to the wall outlet has been disconnected.

Read through these instructions completely before attempting the installation of this enhancement. Although you may know your machine inside and out, there are a few things to consider before proceeding.

Step 3 - Prepare your game.

- Remove the pin balls from the game and lift the playfield in the service position and you will need to lift the playfield up a little later on to access a globe holder and this position is easier to install the mod.



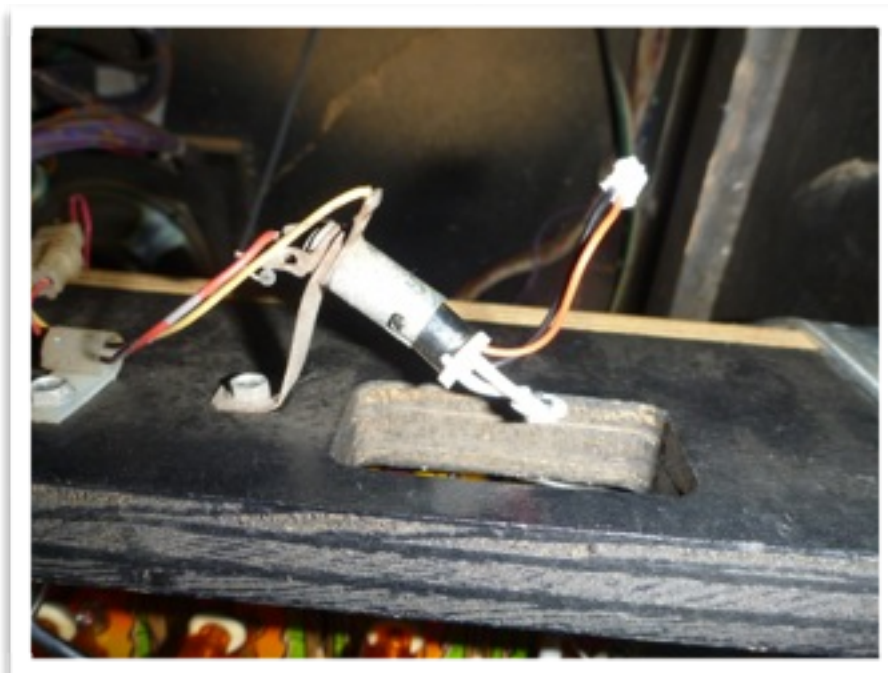
Step 4 - Removing the FILM plastic from the Game

- Remove the FILM plastic from the min playfield backboard.



Step 5 - Fitting the replacement globe to the mini backboard

- Remove the existing bulb that is used to light up the FILM plastic on the play fields mini backboard.
- Install the 1 x Matrix 1 SMD 5050 Quick Connect System Flex in behind the FILM plastic socket
<http://www.cometpinball.com/MATRIX-1-SMD-5050-FLEX-6-3V-QUICK-CONNECT-pmtx1smdflex.ht>

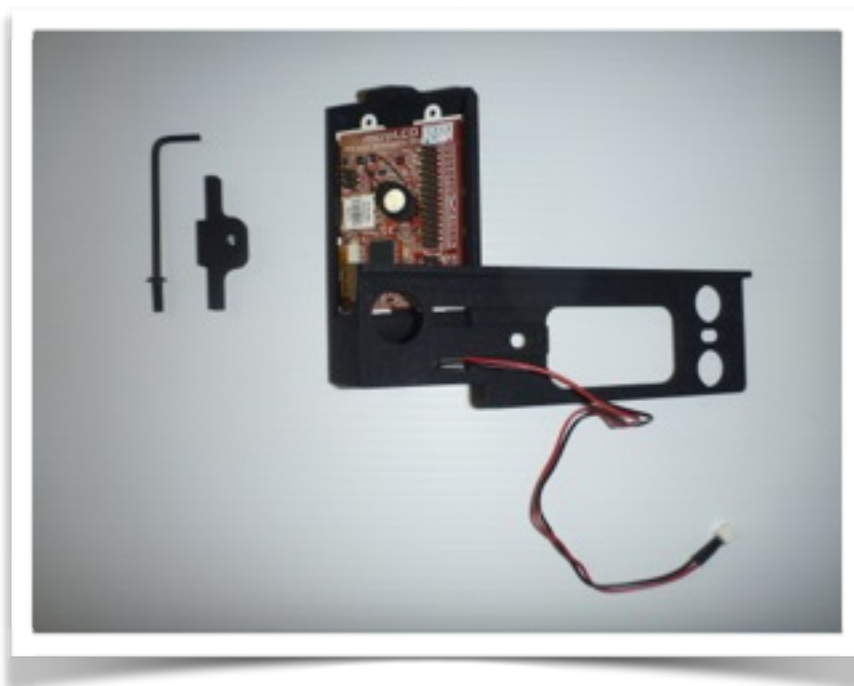


Step 6 - Fitting the Wiring & Mod to the game.

- Fit the desired “coming soon” message as one sheet in from behind - refer to page 3 for printing your own posters.



- I would recommend programming the screen prior to installing so refer to pages 4-6. Then install the screen, simply drops into 2 dedicated slots on the bottom behind the “coming soon” message.



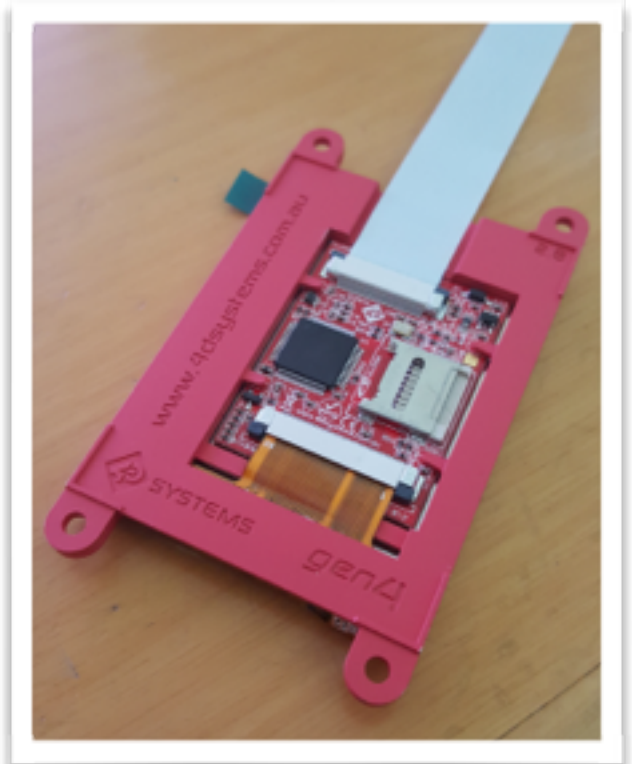
- Then install the LCD retainer bracket at the top and this as well as the main frame body is universal for the 2015 and the soon to be released Gen4 2016 2.8" screen (only difference is the back is more compact).



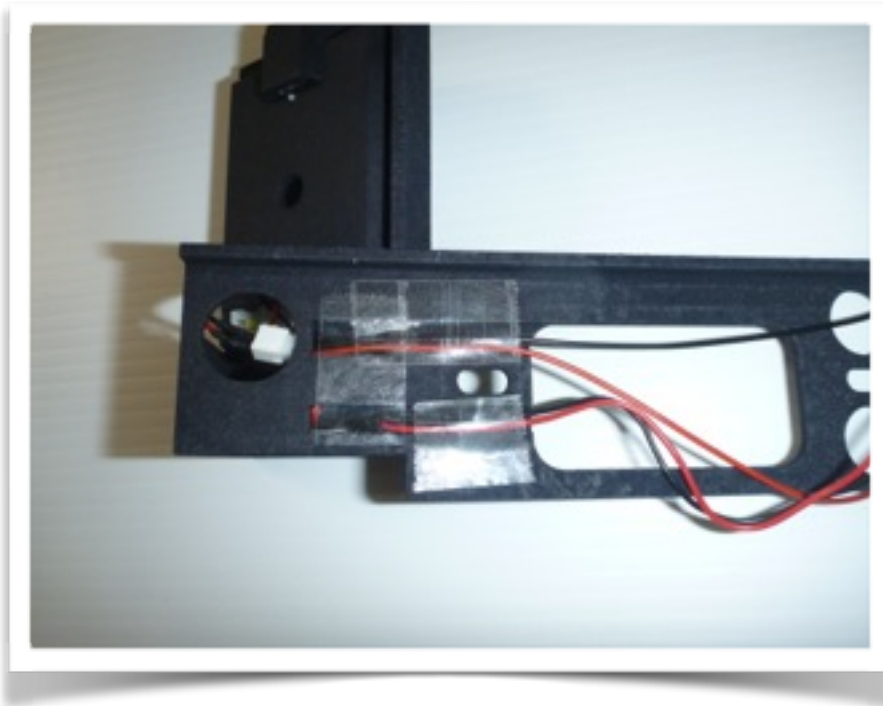
- The 2015 screen will need 2 basic jumper wires from any electronic shop for a under \$0.50 and wired in to the ground and 5 vdc pins as per below.



- Here are the images of a prototype Gen4 screen with the screen itself being no different but the difference is the back which is flatter and the wiring coming off it is a ribbon cable. This ribbon cable can be folded as shown by 4DSYSTEMS while giving me advice and the ribbon cable comes with an adaptor in lowest photo in which 2 jumper wires can be attached like on the previous page but on the adaptor not the back of the board. The final board will have a different colour housing.



- Feed both sets of wires through their respective slots (sorry don't have a picture of the lcd wires passing through photo from the static mod but same idea).
- Tip - use a small piece of cellophane tape or masking tape to keep the wires in their dedicated slots to avoid the cables being pinched when assembling into the game.

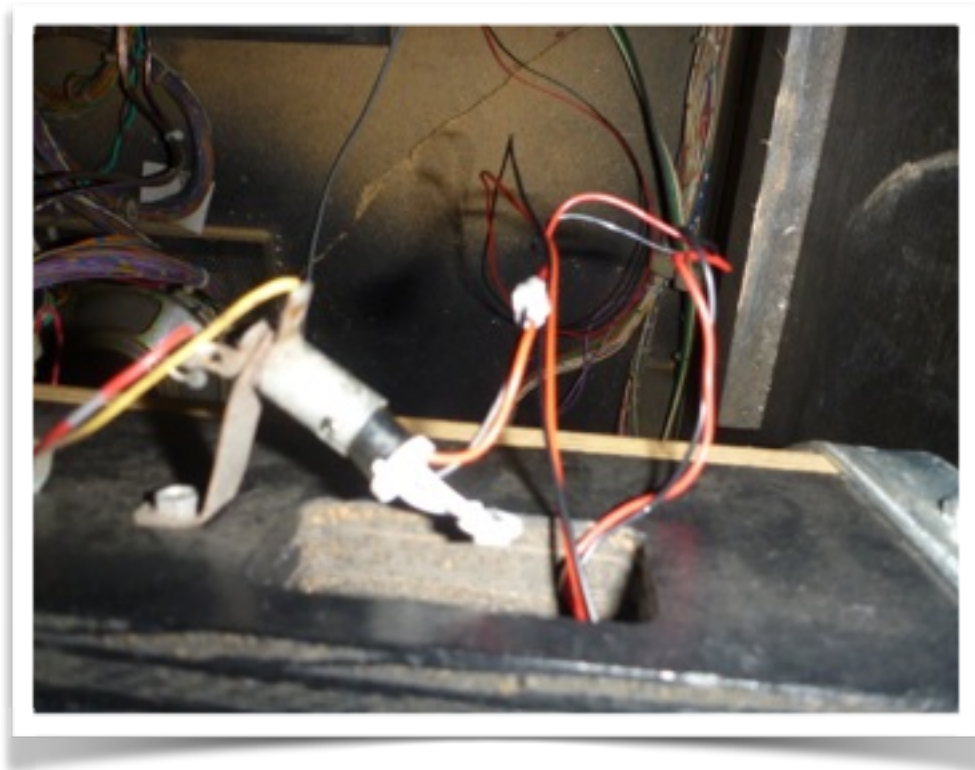


- Fit the poster frame to the mini back board, note pass the 2 leads through the FILM hole and dangle out the back for the moment. Then using the original screws and FILM plastic re-assemble the plastic and mod into plastic. The mod is basically sandwich clamped into place with no additional screws or damage occurring. The mod has a little shoulder on it to sit on top of the mini backboard for some additional support. The FILM screw holes in the mod are slotted to allow for variance but note make sure the mod when fastened down does not sit wider than the mini backboard as it may catch and break when lifting your play field in and out. Photo below is the mod powered but is enough to show the location and finished look - will upgrade soon.



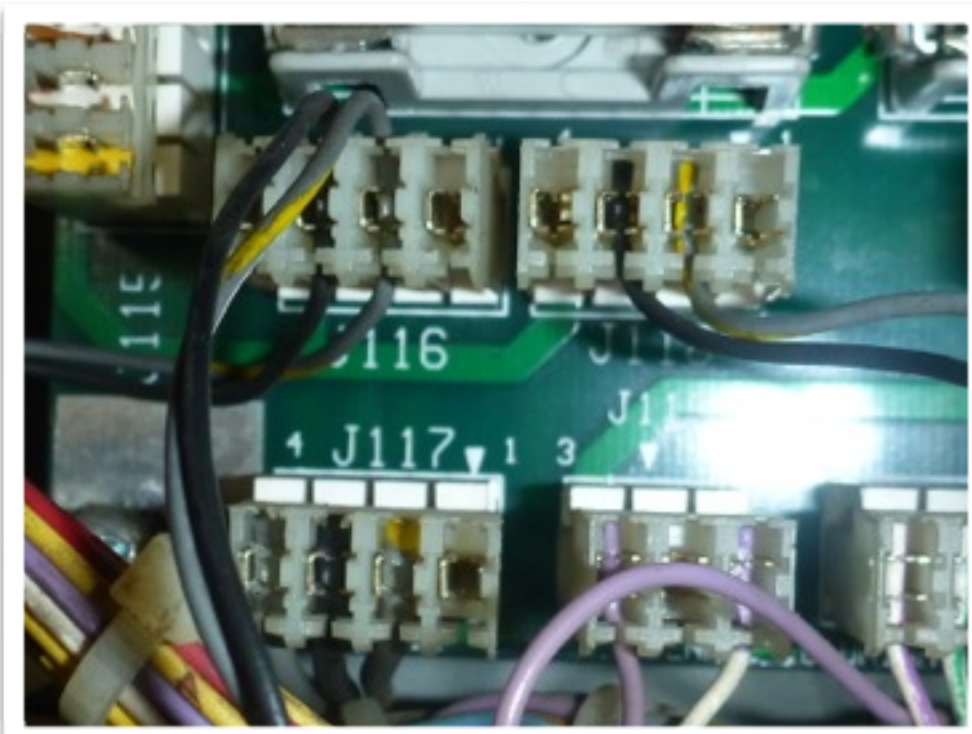
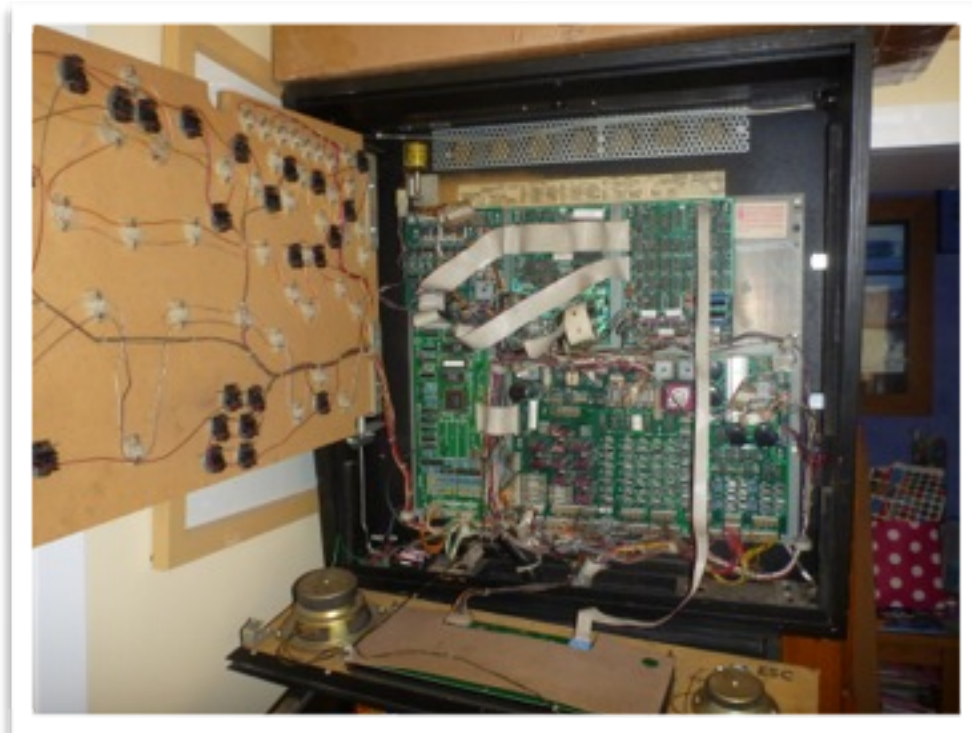
Step 7 - Connecting up lighting and wiring

- The double adaptor wire coming from this LED powers the 3 SMD LED strip and is activated when PAID is achieved just so it is a little interactive. Alternatively you could chose to power off a GI bulb so it is always on but you will need an extra extension lead.



Step 8 - Running a 5VDC led from the Board Set to the LCD wires

- Unfortunately I have my mod wired with a custom lead using a custom SnackBar Mod v1.0 lead which basically grabs 5vdc from J116, J117, J118. This is where you can plug a DKPinball Power Tap and double adapt with a stable fused 5vdc power supply.



Step 9 - Test you new mod

- The message box will light when PAID has been achieved, alternatively if you want it on all the time, order a extension lead from Comet and relocate the flex adaptor bulb to a GI location. Make sure when sliding the playfield back in to watch the back RHS corner so the new mod does NOT catch as it is close but still clear but depending on the angle of slide back can hit.
- With power - in real life this isn't as washed out and has a very nice glow. Now you can enjoy your new mod.



RETURN POLICY:

- *Poster Mod (Static) - There is no return policy as this mod is a “do it yourself” mod from Shapeways and a collective of other parts. Refunds are not given as Shapeways is a separate entity to Swinks.*
- *Poster Mod (LCD) - There is no return policy as this mod is a “do it yourself” mod from Shapeways and a collective of other parts. Refunds are not given as Shapeways is a separate entity to Swinks as are the lighting components, Screen and Power Tap.*

PRODUCT DISCLAIMER:

Please remember that this is a “MOD.” We took great effort in designing and testing our system in order to produce a high quality product, but it is not a factory original or an approved part for your pinball machine. There is the risk of unwanted side effects with any modification to a factory game and there are many factors that can cause undesirable side effects after installation of such a modification. As such, we cannot assume responsibility for game malfunction, damage to the game or surroundings, unwanted electrical emissions, personal injury, or other adverse effects caused by the installation of our MOD.

PRODUCT QUALITY DISCLAIMER:

All parts are made to the highest quality possible. The 3 main components are 3D printed and some sections may have some visible print lines. You may notice these print lines when handling but once the mod is painted and installed they will not be clearly visible from the players perspective. In downloading this manual and purchasing the mod you are accepting the finish quality of this relatively affordable unique mod.