

VueMaster

Control your children's
game-playing time.



- 1 -

[www.gametimelimit.com/pdf/User-Manual-1.08.pdf has the most recent version of this document]

All rights reserved. © 2009 Tykoh Group Pty Limited

VueMaster 1.08

USER MANUAL

IMPORTANT SAFETY AND OPERATING INFORMATION	3
INTRODUCTION	4
INSTALLING THE VUEMASTER	4
CONNECT THE VUEMASTER	4
TRY OUT THE VUEMASTER	12
USING THE VUEMASTER - CHILD	14
SUMMARY OF REMOTE CONTROL KEYS.....	15
USING THE VUEMASTER – PARENT	16
LOGGING IN	16
LOCK / UNLOCK UNIT	17
LOCK / UNLOCK USER	18
CHANGE USER TIME LEFT	20
CHANGE USER MAX TIME.....	21
CHANGE A USER'S PIN.....	23
SHOW STATISTICS	24
CHANGE PARENT PIN	24
SET OPTIONS	25
USING THE PARENT-ONLY REMOTE CONTROL.....	25
USING THE VUEMASTER WITH SEVERAL AUDIO / VIDEO SOURCES	27
TROUBLESHOOTING GUIDE.....	29
FREQUENTLY ASKED QUESTIONS	31
ONE YEAR LIMITED WARRANTY.....	33

Important Safety and Operating Information

- Don't put any power cord where people might trip over it or step on it. If a power cord becomes chafed or worn out it can create a fire or electrical hazard.
- To avoid the risk of fire and shock use this product only with the supplied AC adaptor.
- Keep remote control batteries and product packaging away from young children.
- Remote control batteries are not rechargeable – do not attempt to recharge.
- Remote controls are shipped with batteries installed. If you do not intend to use the remote(s) in the short term then remove the batteries and store in a safe place until you need to use the remote(s).
- Use only the batteries indicated in this manual with the remote control(s). The required batteries are CR2025.
- Do not dispose of batteries in a fire. They may explode. Check with local authorities for possible battery disposal instructions.
- Do not open or mutilate batteries.
- Do not expose this product to temperatures above 50° C.
- Do not open this product or disassemble any component of it..
- Only use this product indoors.
- Do not expose this product to moisture or excessive humidity.
- Do not place excessive load on the AV connectors or AC adaptor jack at the back of the unit.
- Do not place objects on top of this product.
- Operate only in a horizontal position.
- Make sure you read and understand all of this User Manual before you attempt to install or use this product.

Introduction

Thank you for buying this VueMaster. It should free you of a lot of the worry and effort of managing your children's game-playing time.

This user manual tells how to install and use your VueMaster.

An on-line version of this manual is at www.gametimelimit.com/pdf/User-Manual-1.08.pdf The on-line version is in colour and you might find it easier to read than a black-and-white copy.

Installing the VueMaster

To install your VueMaster follow the steps listed next.



This symbol means that you need to do something.



This symbol means you need to pay special attention to something.

Connect the VueMaster

1.1 – Check your games console is working properly with your TV / display.

Before you do anything with the VueMaster first check that the games console and TV/ display are working properly.



Switch on the games console and TV / display. Make sure that you can play a game and that the picture and sound are clear.

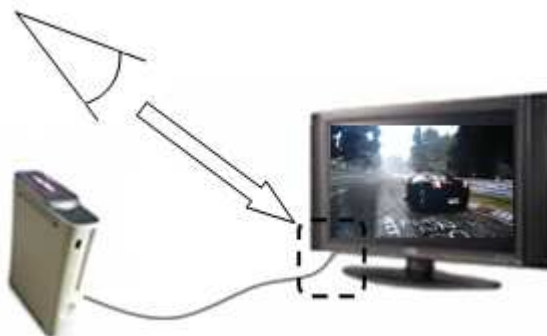


If the sound can't be heard or the picture can't be seen or is blurry, noisy or intermittent then you will need to find and fix the problem before going on to the next step.

1.2 - Look at the AV (audio-visual) connection between the games console and the TV / display.

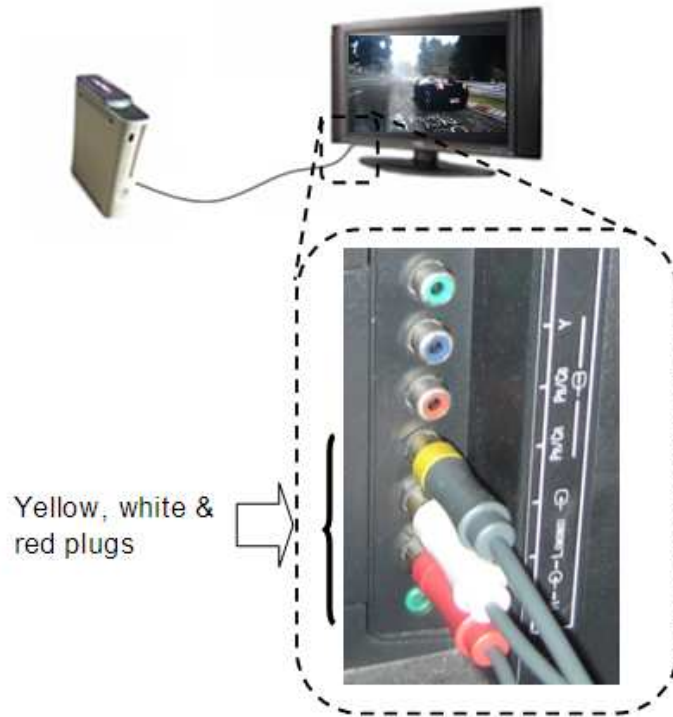


Look at the TV-end of the connection between the games console and the TV / display.

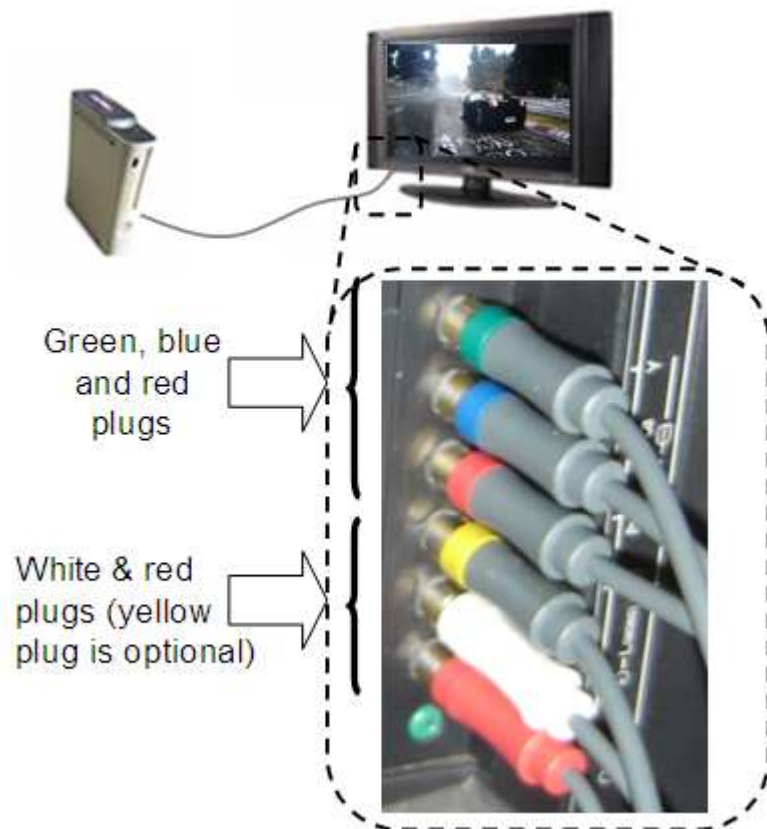


To be able to use the VueMaster the AV connection will need to be one of two types. The two types are shown next.

The connection should **EITHER**: 1) have Yellow, white and red plugs ..



OR 2) it should have five or six plugs ..



In this case three of the plugs will be green, blue and red. The others will be yellow, red and white. The yellow is optional so it may be connected or left disconnected. If your connections are like either of those shown then you can go on to step 1.3.

But you might find your connection is different and looks like the following ..



This type of connection **WILL NOT WORK** with the VueMaster. However, games consoles that allow this type of connection usually also allow a connection like 1) or 2) as described in step 1.2. So you should be able to reconnect your games console to your TV / display with one of those two methods in order to use the VueMaster. When you have done that and have checked that the games console works properly with the TV / display you can continue to step 1.3.

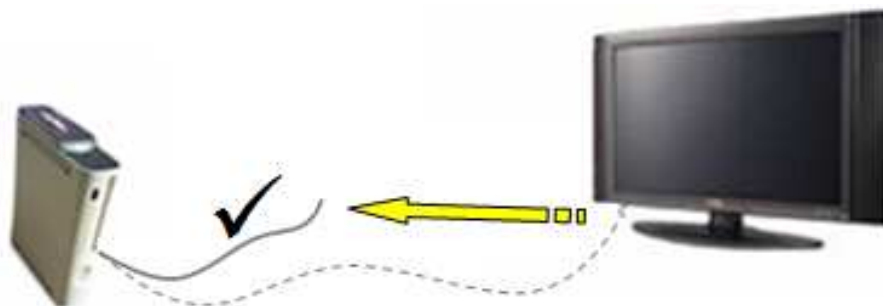
1.3 - Disconnect the plugs that lead from the games console to the TV / display.



Turn off the games console and the TV / display.



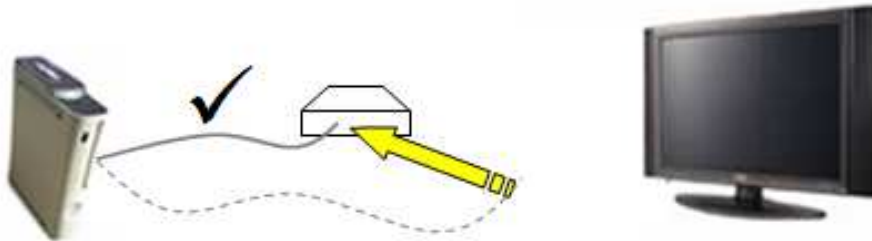
Disconnect the plugs at the TV end of the AV cable that leads from the games console to the TV / display.



1.4 - Reconnect the plugs to the VueMaster.

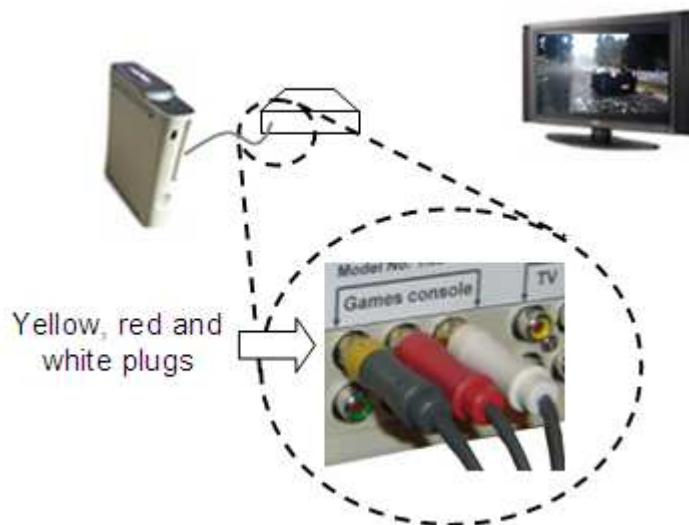


Plug the disconnected plugs into the back of the VueMaster into the group of sockets labelled “Games console” ..

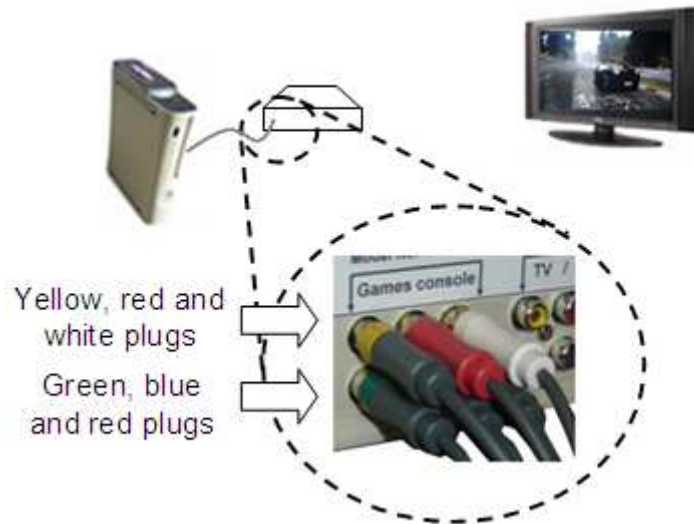


Make sure that each plug goes into a socket with the same colour as the plug. So, for example, a white plug should go into a white socket, a red plug into a red socket and so on.

If you had three plugs leading to the TV / display you should now have three plugs leading to the back of the VueMaster ..



If you had five or six plugs then you should now have those plugs in the back of the VueMaster ..



Remember to match the colours of the plugs and sockets so that a blue plug goes into a blue socket and so on.



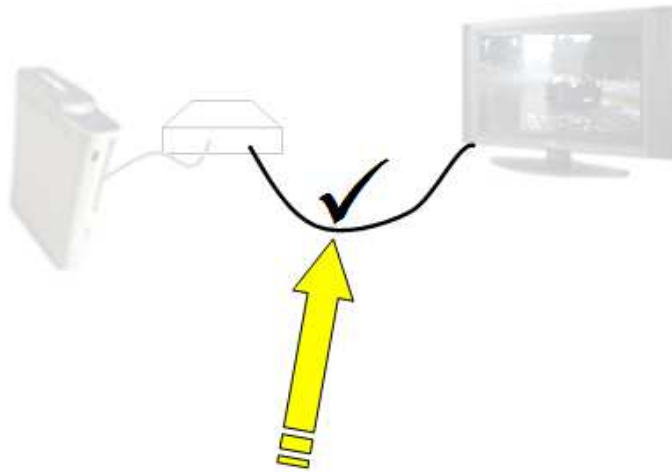
You will have two red plugs and they need special attention as they cannot be interchanged. The red plug that is grouped with the yellow and white plugs needs to go into the **TOP** row of sockets. The red plug grouped with the blue and green plugs needs to go into the **LOWER** row of sockets.

1.5 - Connect the VueMaster to the TV / display

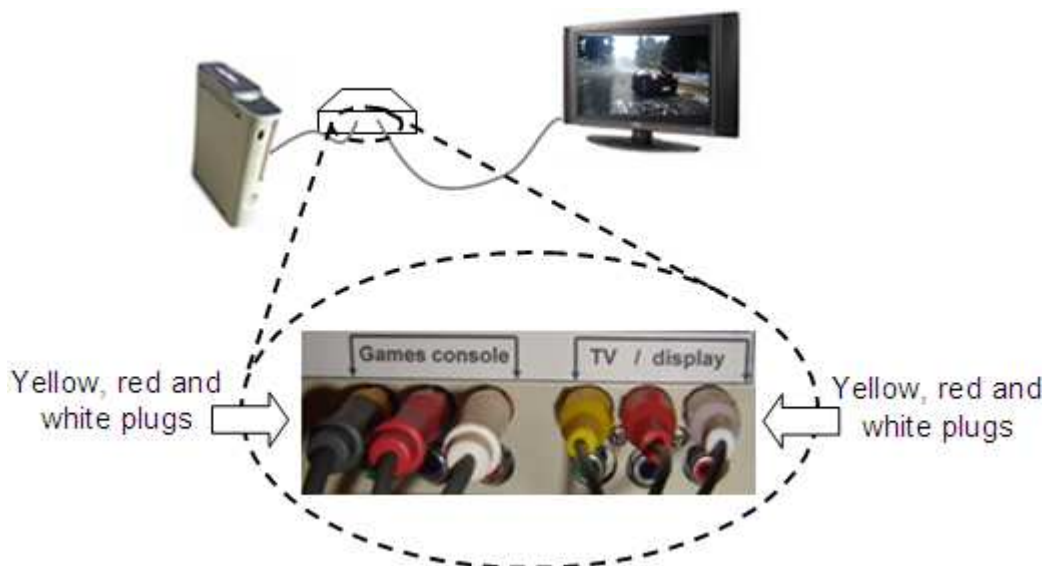
Two AV cables are supplied with the VueMaster. One has yellow, white and red plugs and the second has blue, green and red plugs. You need to connect one or both of these cables between the VueMaster and the TV / display.



Connect the VueMaster to the TV / display by using one or both of the supplied cables ..

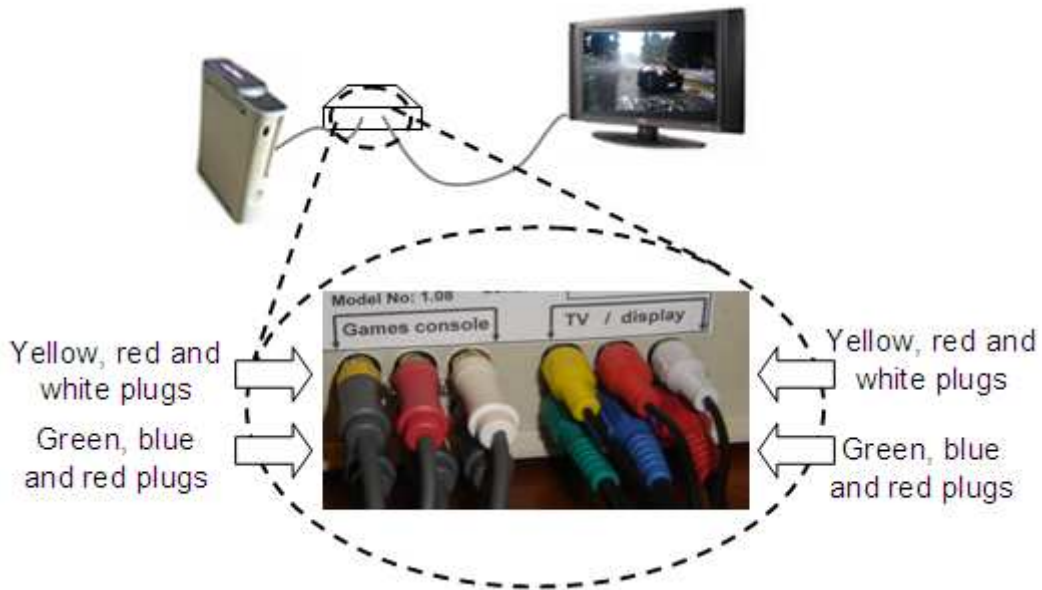


If you have a cable with three plugs (yellow, red and white) between the games console and the VueMaster then use the single cable with yellow, red and white plugs to connect the VueMaster to the TV / display. In that case the connections at the back of the VueMaster should look like the following ..



The yellow, red and white plugs should go into the top rows of sockets.

If you have five or six plugs between the games console and the VueMaster then use both the supplied cables to connect the VueMaster to the TV / display. The cable with yellow, red and white plugs should be connected to the top row of sockets in the TV / display section at the back of the VueMaster. And the cable with green, blue and red plugs should be connected to the lower row. In that case the connections at the back of the VueMaster should look like the following ..



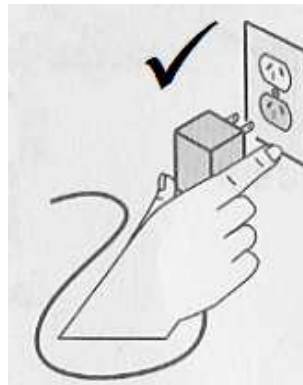
1.6 - Turn on the Games console, TV / display and VueMaster



Turn on the games console and the TV / display.



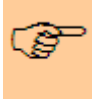
Plug the AC adaptor that was supplied with the VueMaster into a standard 240V AC wall outlet.



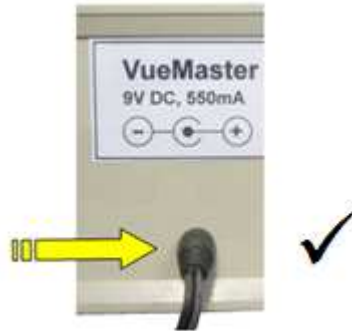
To avoid the risk of fire and shock, only use the supplied AC adaptor. The supplied AC adaptor is labelled as POWERMASTER, SWITCH MODE PSU. Other labelling on the AC adaptor includes the following information: ELECTRICAL SAFETY CERTIFICATE NSW20945. MODEL: 05G090055P 11-55-25. INPUT 100-240VAC 50/60Hz. OUTPUT: +9V DC 550mA.



Don't put any power cord where people might trip over it or step on it. If a power cord becomes chafed or worn out it can create a fire or electrical hazard.



Plug the AC adaptor's jack into the socket on the VueMaster marked by



Try out the VueMaster

Your VueMaster should now be ready for use.

The VueMaster display will show a start-up message for a few seconds and then will show this message:



.. followed by messages that look like this ..



The first, LOGIN, message indicates that children and parents need to log in to use the VueMaster. The other messages show how much time users (i.e. children) have available to play. The message above indicates that user 1 (i.e. child "1") has two hours available.

2.1 Practice turning the VueMaster backlight on and off

The VueMaster is controlled with a small remote control.

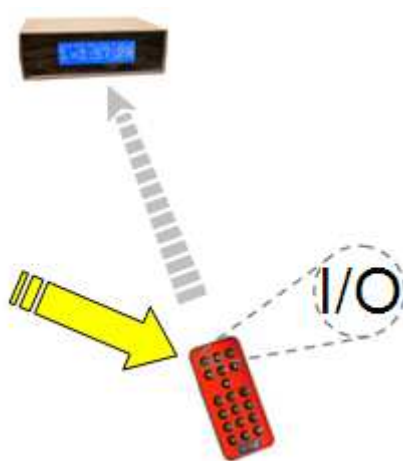


Two versions of remote control are available for the VueMaster: The first is a general one which both parents and children can use. This general remote is included with the VueMaster when you buy the VueMaster. Another, optional and additional remote – is a “parent’s only” control. If you have both a general remote and a parent-only remote then make sure you use the general remote here.

As an energy-saving measure the VueMaster display turns off after five minutes if no-one is logged in. Practice turning the display on and off by pressing the top left I/O button on the VueMaster remote control.



Point the remote control at the VueMaster and press the I/O button once ..



The VueMaster display should turn off.



Press the button again.

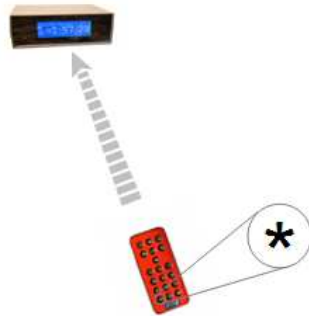
The display should turn back on.

Using the VueMaster - child

Children use the VueMaster in the following way.



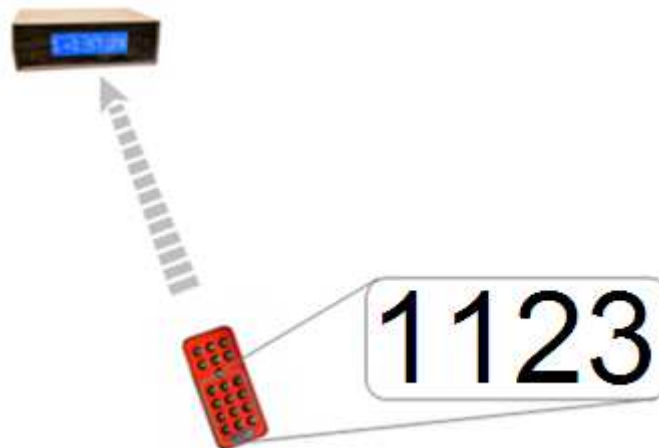
Point the remote control at the VueMaster and press the * key on the bottom left corner.



The VueMaster will ask for a PIN.



Press these four keys in turn: 1123. (1123 is the PIN for child / user 1)



You should now be able to play games. The VueMaster display will show how much time you have left to play. The display will look something like this:

Time left for user 1 is:
1=1:59:56

The display shows that you are user 1 and that you have one hour 59 minutes and 56 seconds left to play. When your time reaches 0:00:00 you won't be able to play any more.

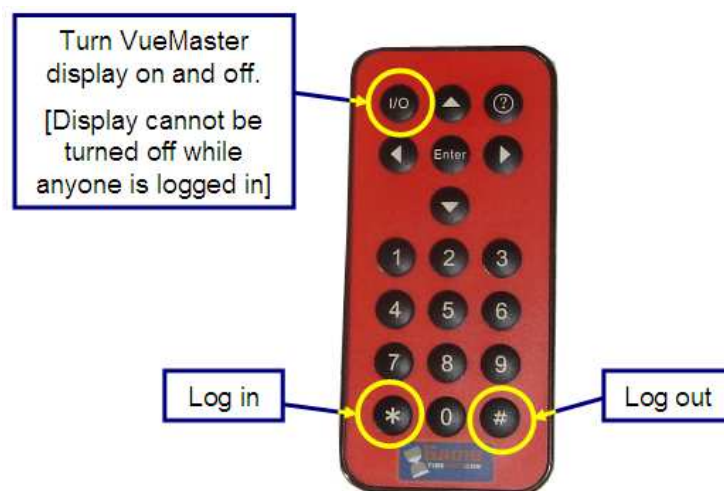
If you want to stop playing before your time reaches 0:00:00 then press the # key to log out from the VueMaster.

When you are logged out your playing time "recharges". How quickly it recharges is set by your parent.

Depending on which version of the VueMaster you bought there will be a number of different PINs available that different children can use. See the following section for more information on this.

Summary of remote control keys

These are the important keys on the general remote control (i.e. the remote control that both parents and children can use).



Using the VueMaster – Parent

You (i.e. the parent) have a special PIN to log in to the VueMaster. The PIN is 7442 (but you can change that later if you want).

When you've logged in you can, amongst other things, change how long your children can play, you can change how quickly children's game time "recharges", you can "lock-out" individual children, you can change their PINs and you can put the VueMaster into "FREE" or "LOCKED" modes. You can make these changes by accessing a menu.

So if you log in with the parent PIN you have special VueMaster privileges that children don't have.



Don't forget your parent PIN. If you forget your PIN you won't be able log in again.

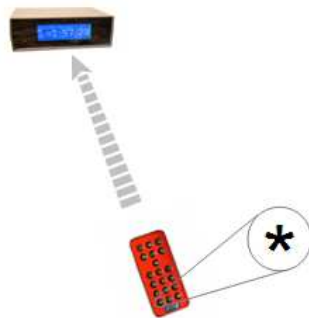


When logged in as a parent you can't play games. This is a security measure and prevents the possibility of a parent logging in to play games, forgetting to log out and then children using the logged-in parent's privileges to change PINs or time limits. If you as a parent want to play games then you will need to log in using a child's PIN. Alternatively you can set the VueMaster to FREE mode.

Logging in

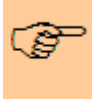


Press the * key on the bottom left corner of the general remote control.

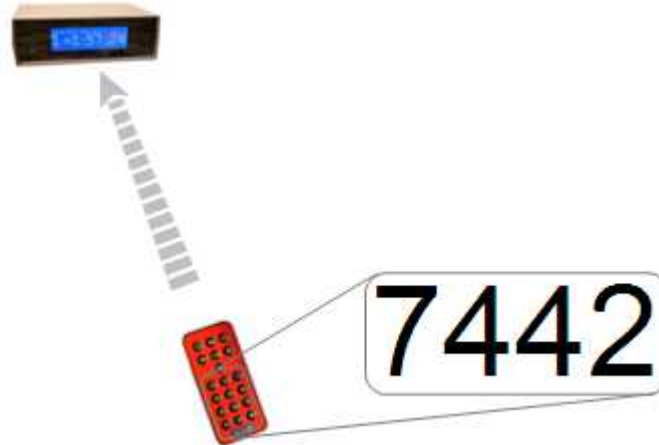


The VueMaster will ask for a PIN.

PIN*



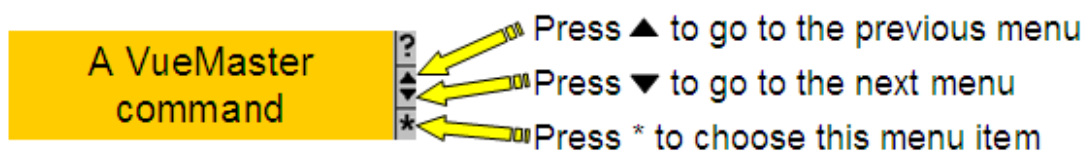
Press these four keys in turn: 7442. (7442 is the parent PIN)



The VueMaster will now confirm that you have logged in and lets you know you can log out by pressing the # key.

**# = logout
at anytime**

After this message the VueMaster will show you the first of a menu of commands ..



To choose the command press the * key. To skip the command and go to the next command press the ▼ key. To go to the previous menu command press the ▲ key.

Following are the commands in the VueMaster menu.

Lock / Unlock unit

The Lock / Unlock unit menu looks like this ..

```
Lock/Unlock
unit.      ?
           ▲
           ▼
           *
```

This command lets you choose whether the VueMaster is in LOCKED, FREE or LOGIN mode.



Press the * key to choose this command. After you have done that the display will show ..

```
1 = LOCK
2 = FREE
3 = LOGIN
*

```

You can now set the VueMaster to LOCKED, FREE or LOGIN modes.

In LOCKED mode no children can log in or play games. In FREE mode anyone can play games with no time limits. In LOGIN mode children need to log in to play and time limits apply. In LOCKED and FREE modes only parents can log in.



Press the 1, 2 or 3 keys (or the ▼ and ▲ keys) to set the mode.



Then press the * key to confirm your choice.

Your choice will be confirmed and the VueMaster will go back to show you the main menu.

You can then choose another command or press # to log out.

Lock / unlock user

The Lock / Unlock user menu looks like this ..

```
Lock/Unlock  
user. ?  
▲  
▼  
*
```

This sets whether or not a child is allowed to log in. If the child is locked then they cannot log in. If the child is unlocked then they can log in.



Press the * key to choose this command. After you have done that the display will show ..

```
Lock / unlock user.  
User?[ 1-3] 1 *
```



Press the number of the user you want to lock or unlock.

Different versions of the VueMaster allow different numbers of users. The allowed range of user numbers will be shown on the display. In the example above user numbers can be 1, 2 or 3.



Press the * key to confirm your choice.

If you have chosen user 2 then the display will update to show something like this:

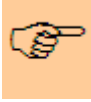
```
2=UNLOCKED  
# to lock/unlock user *
```



Press the # key to lock or unlock the user. You can do this repeatedly.

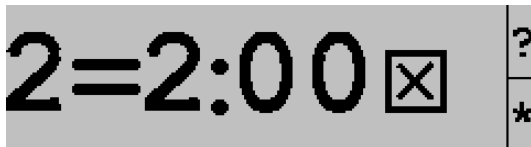
In the example above the user is currently unlocked and pressing the # key will lock the user. In that case the display will update to show

```
2= LOCKED  
# to lock/unlock user *
```



Press the * key to confirm your choice.

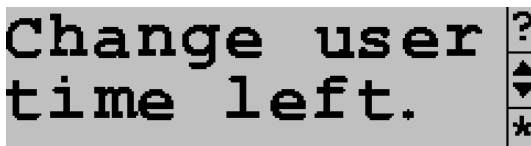
When no-one is logged in the VueMaster shows how much time each user has available to play. If the display shows an X after the time that means the user has been locked out by the parent and cannot play. In that case the display will look something like the following ..



In this example user 2 has two hours of game time available. But the X means they are locked out so they can't use the two hours game time.

Change user time left

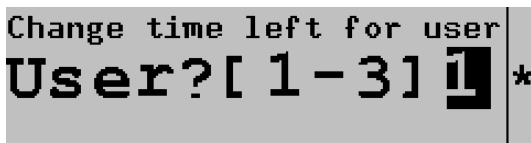
The Change user time left menu looks like this ..



This lets you change how much time a child has available to play.

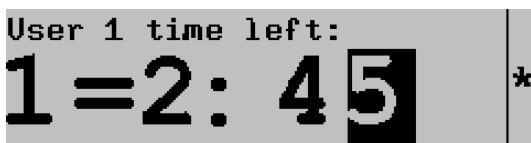


Press the * key to choose this command. After you have done that the display will show ..



Press the number of the user whose time you want to change and then press the * key

The display will update to show how much time the user currently has.



In the example above user 1 has two hours and forty-five minutes of screen time left.



Change the time by pressing the number keys and the left or right arrow buttons.

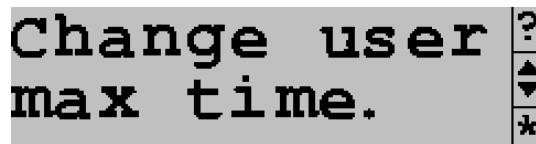


Press the * key to confirm your choice.

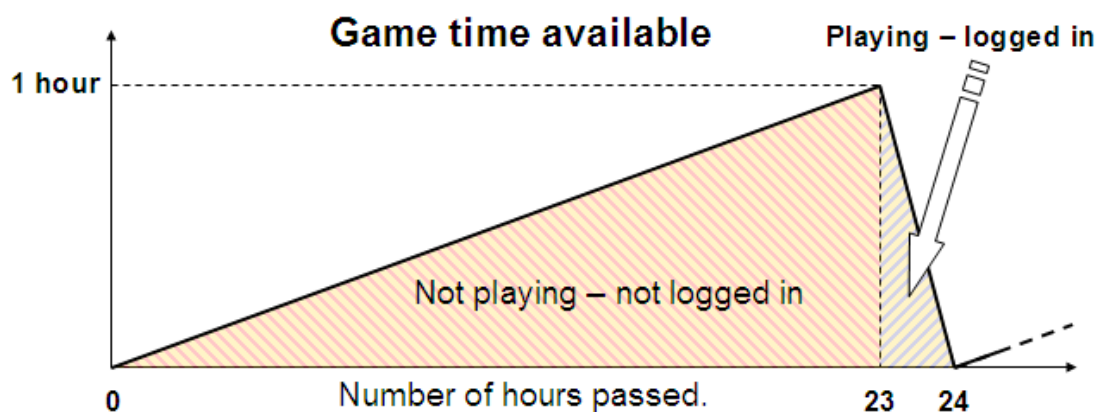
When the user is logged out their time left (i.e. the time they have available to play) will slowly “recharge”. The speed at which the game time recharges is set by the next menu command: “Change user max time”.

Change user max time

The Change user max time menu looks like this ..



This command lets you set the maximum time a child can play in 24 hours. Say you set this to one hour. That means that in 24 hours the child can play a maximum of 1 hour. When they’re not playing their time “recharges” up to the maximum. So in 23 hours the available time would recharge from zero hours to one hour. In other words it would take 23 hours when logged out to recharge from no time available to one hour available.



Game time cannot accumulate above the maximum. This means that if the child doesn't log in for a week their available time will be capped at one hour rather than seven hours.

The next diagram shows how much time is needed when logged out to accumulate an extra minute's game time.

<i>Maximum time</i>	<i>Time to charge from zero to the maximum time</i>	<i>Number of minutes needed when logged out to accumulate an extra minute of game time.</i>
30 minutes	23 hours and 30 minutes	47 minutes
1 hour	23 hours	23 minutes
1 hour 30 minutes	22 hours and 30 minutes	15 minutes
2 hours	22 hours	11 minutes
3 hours	21 hours	7 minutes



Press the * key to choose this command. After you have done that the display will show ..

```
Change users maximum time
User?[ 1-3] 1 *
```



Press the number of the user whose time you want to change and then press the * key.

The display will change to show something like this ..

```
User 1 maximum time
1 = 1: 30 *
```



Change the maximum time by pressing the number keys and the left or right arrow buttons.



Press the * key to confirm your choice.

Change a user's PIN

The Change a user's PIN menu looks like this ..

```
Change a
user's PIN. ?
          ▲
          ▼
          *
```



Press the * key to choose this command. After you have done that the display will show ..

```
Change a user's PIN
User?[ 1-3] 1 *
```



Press the number of the user whose time you want to change and then press the * key.

The display will show the current PIN for the user you have chosen ..

```
PIN for user 1
1 = 5 1 2 3 *
```



Press the number keys to change the PIN and then press * to confirm your change.

The new PIN can't be the same as another user's. If you try to set the same PIN as another user's you'll get an error message like this:

```
Can't use this PIN:1079
It belongs to user 2 *
```

In that case choose another PIN. If you try to set the same PIN as the parent's you'll get an error message like this:

```
Can't use this PIN:7440
It's the Parent's.
```

In that case choose another PIN.

Show statistics

The Show statistics menu looks like this ..

```
Show
statistics.  ?
             ▲
             ▼
             *
```



Press the * key to choose this command. After you have done that the display will show something like the following ..

```
Failed logins: 0  ?
Parent logins: 6
Powerups:      2  *
```

Failed logins is the number of times an incorrect PIN has been entered. If this number is very large then it may indicate children have been trying to guess passwords.

Parent logins is the number of times a parent has logged in. It is a way of checking whether anyone other than you has been using the parent PIN.

Powerups is the number of times power has been connected to the VueMaster.

Change parent PIN

The Change parent PIN menu looks like this ..

```
Change
parent PIN.  ?
             ▲
             ▼
             *
```



Press the * key to choose this command. After you have done that the display will show the current parent PIN ..

```
Parent PIN is
7440 *
```



Change the PIN by pressing the number keys and the left or right arrow buttons.

Note that if the new PIN is the same as another user's a message like this will appear:

```
Can't use this PIN:1079
It belongs to user 2
```

In that case choose a different PIN.



Press the * key to confirm your choice. A message will appear reminding you to record the new PIN.

```
Parent PIN is now
7447 *
Please write it down.
```



It is important to record the new PIN because you won't be able to log in again if you forget it. Once you have recorded the new PIN press the * key.

Set Options

The Set Options menu looks like this ..

```
Set Options ?
          ▲
          ▼
          *
```

The Set Options menu lets you set how “wordy” the display is and also lets you specify how the VueMaster works with the optional, additional, “parent-only” remote.



Press the * key to choose this command. After you have done that the display will show the current options. Press the ▼ and ▲ and # keys to set the options you want. You can make the VueMaster display less “wordy” by

setting "Shorter menu messages" to YES. See the later section on "Using the parent-only remote" for an explanation of the second option.



After you have set the options press the * key to confirm your new options.

Using the parent-only remote control

The parent-only remote control is an optional extra that you need to purchase additionally when you buy a VueMaster. Think of it as being a key: Anyone who has the key has complete control over the VueMaster. So keep the parent-only remote in a secure place hidden away from children.

Your parent-only remote will control any VueMaster - not just yours. So, if your neighbour has a VueMaster and your children "borrow" the neighbour's remote, then they will be able to control your VueMaster. If you don't want a parent-only remote to have parent privileges on your VueMaster then you can set your VueMaster to treat a parent-only remote the same as the general remote (i.e. everyone needs to log in with a PIN). To do that log in as parent, go to Set Options, and set "Downgrade remote" to "yes".



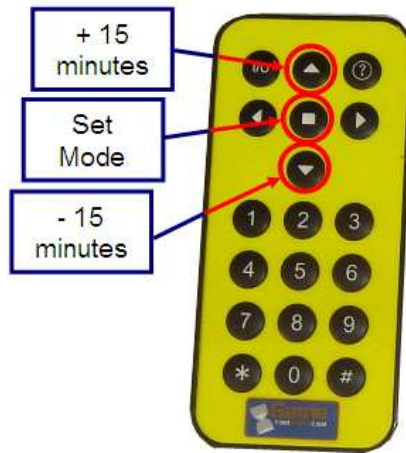
If you do this the only way you can log in again as a parent is by using the parent PIN with either remote. So make sure you know and record your PIN before doing this.

Logging in with the Parent-only remote

To log in with the parent-only remote press the * key. You don't need to enter a PIN. The same menu options are then available as with the general remote.

When you have finished press # to log out.

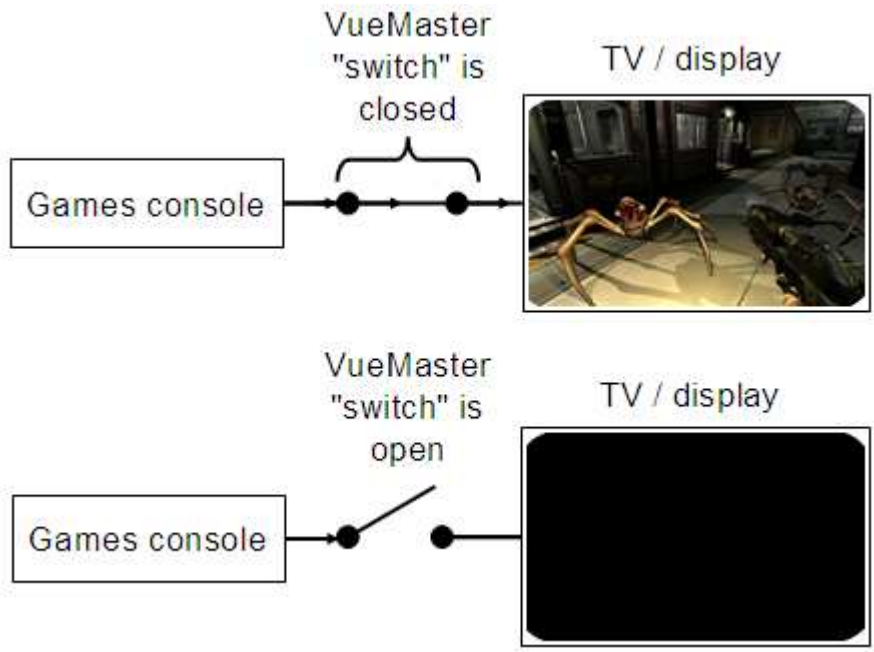
Three of the keys on the parent-only remote have extra functions. **These keys only have an effect if a child is currently logged in.**



1. Press the ▲ key **whilst a child is logged in** to add 15 minutes to their screen time.
2. Press the ▼ key **whilst a child is logged in** to subtract 15 minutes from their screen time.
3. Press the ■ key to change the VueMaster's mode. Each time you press the key the mode cycles from FREE to LOCKED to LOGIN. In FREE mode no-one needs to log in and screen time is unlimited. In LOCKED mode no child can log in and no screen time is available. In LOGIN mode children need to log in and time limits apply. You can use the ■ key when no-one is logged in and also when a child is logged in. However the ■ key can't be used if the parent is already logged in.

Using the VueMaster with several audio / video sources

The VueMaster is like a switch between a SINGLE audio / video source (like a games console) and the TV / display.



But what if you want to control several audio / video sources (e.g a games console AND a set top box)?


One way to do this is to buy a "switcher" or "multiplexer". This device lets you choose from one of several TV / display inputs.



Connect the multiple AV sources to the switcher and connect its output to the TV / display. Check that all the devices work correctly. Then connect the switcher output to the VueMaster. Last, connect the other VueMaster sockets to the TV / display input.


Troubleshooting guide

VueMaster display doesn't show anything

Possible cause	Remedy
The VueMaster has timed out. (As a power saving measure the VueMaster display is turned off five minutes after anyone logs out.)	Try turning the display back on by pressing any button on the VueMaster remote.
The AC adaptor lead into the back of the VueMaster is unplugged.	Check that the AC adaptor lead is plugged in to the back of the VueMaster.
The AC adaptor is not plugged into the mains.	Check that the AC adaptor is plugged into a standard 240V AC wall outlet.
The mains socket that the AC adaptor is plugged into is not live.	Plug something else (e.g. a table lamp that is currently on) into the socket that the VueMaster AC adaptor is plugged into. Check that the table-lamp lights.
The VueMaster remote battery is dead.	<p>Try replacing the VueMaster remote battery. The required battery is CR2025.</p>  <p>Use only CR2025 battery and no other type. Do not attempt to recharge the battery.</p>
A power surge has occurred.	Unplug the AC adaptor from the back of the VueMaster, wait 30 seconds and plug it back in.

Remote control doesn't work

Possible cause	Remedy
Something is in front of the remote sensor on the VueMaster.	The remote sensor is at the top left hand corner of the front of the VueMaster. Make sure that nothing is in front of that part of the VueMaster.
The remote is too far from the VueMaster.	The remote will work up to 10 metres from the VueMaster. Try using the


	<i>remote closer to the VueMaster.</i>
The remote battery is flat.	<p><i>Try replacing the VueMaster remote battery. The required battery is CR2025.</i></p>  <p><i>Use only CR2025 battery and no other type. Do not attempt to recharge the battery</i></p>

No sound or picture on the TV / display

Possible cause	Remedy
Modern TV / displays can get their input from many different sources. Possibly your TV / display is showing input from a different source (e.g. DVD player).	<i>Make sure your TV/ display input is set to the input which the VueMaster is connected to.</i>
The VueMaster has to be in FREE mode or a user / child needs to be logged in before sound / vision can be heard / seen on the TV / display. <u>NOTE THAT WHEN THE PARENT IS LOGGED IN SOUND / VISION WON'T BE HEARD / SEEN.</u>	<i>Make sure the VueMaster is in FREE mode or a child is logged in.</i>
The cables plugged into the VueMaster and/or the TV / display are incorrectly connected.	<i>Disconnect the VueMaster. Connect the AV source going into the VueMaster directly to the TV / display. Check the AV source and TV /display work correctly. Then follow the steps in the section “Installing the VueMaster”.</i>
Other possible causes are listed earlier in this troubleshooting guide in the section: “VueMaster display doesn't show anything”	<i>Try the remedies listed in the section “VueMaster display doesn't show anything”</i>

Frequently asked questions

- Q. Why doesn't the VueMaster have a calendar or time-of-day setting?
- A. The VueMaster measures elapsed time - or time intervals - but it doesn't "know" the date or the time of day. This is because many people don't like setting dates and times on electronic devices. So the VueMaster is designed not to need date or time-of-day information.
- Q. Can the VueMaster control free-to-air TV viewing time?
- A. That depends on how the free-to-air signal is passed to the TV. If the signal goes directly from a TV aerial - then no. If the signal comes out of another device (e.g. the back of a DVD player) then yes.
- Q. Can the VueMaster control screen time for several devices (e.g. games console AND set top box)?
- A. Not by itself. By itself the VueMaster can control the screen time only of a SINGLE device. However, you could purchase a switcher and use it with the VueMaster to control viewing time for several devices. See the section *Using the VueMaster with several audio / video sources* for information about this. Note that we do not supply or recommend any particular types of switchers.
- Q. When a parent logs in to the VueMaster why isn't a picture shown on the TV / display?
- A. Parents can log in and watch the TV / display but to do this they have to log in using a child's PIN. The reason parents can't see a picture when logged in as parents is that they might forget to log out. Then children could use the still-logged-in parent's commands to give themselves more time and perhaps even to change the parent PIN.
- Q. Can a child disable the VueMaster by turning its power off?
- A. No. If they turn the power off then no picture will be seen or sound heard on the TV / display. Also, their available screen time will stop "recharging".
- Q. Can a child make the VueMaster lose track of time by turning its power off?
- A. No. The VueMaster remembers how much screen time is left even after the power fails. In addition the VueMaster can report how many powerups have occurred. A large number of powerups might indicate an attempt at tampering.

- Q. What's to stop a child from trying many PIN numbers in order to guess another child's or parent's PIN?
- A. If more than two wrong PINs in a row are entered there is a time delay until another PIN can be entered. This makes it tedious and time-consuming to guess PINs. In addition the VueMaster can report how many incorrect PINs were entered. A large number of incorrect PINs might indicate an attempt by someone to guess PINs.
- Q. Do parent's need to remember a PIN?
- A.  Yes. There is a parent PIN that lets you select users and their PINs, enable and disable users and specify their available screen time. If you forget the parent PIN you will not be able to change any of those settings.
- Q. Can I change the parent PIN?
- A. Yes. But you need to log on using the current parent PIN first. Be sure to write down the new PIN.
- Q. I suspect someone has guessed my parent PIN. Can I find out whether anyone else has used it?
- A. Yes. The VueMaster can report the number of parent PIN logins to date. By keeping track of that number you will be able to see if anyone else has been using that PIN.
- Q. I have a different question from those on this list.
- A. Go on line to www.gametimelimit.com/support.htm You may find your question answered there. If it's not answered there you can ask us at info@gametimelimit.com

ONE YEAR LIMITED WARRANTY

VUEMASTER 1.08

IMPORTANT: Evidence of original purchase is required for warranty service.

WARRANTOR: Tykoh Group Pty A.C.N. 134 696 932 (“Tykoh”)

This warranty is only available in the country of purchase.

ELEMENT OF WARRANTY:

Tykoh warrants to the original retail owner for the duration of this warranty, its VueMaster 1.08 (herein after referred to as the Product), to be free from defects in materials and workmanship with only the limitations and exclusions set out below.

WARRANTY DURATION:

This warranty to the original retail owner only, shall terminate and be of no further effect ONE (1) year after the date of the original retail sale. This warranty will be deemed invalid if the Product is:

(A) Damaged by:

- normal wear and tear;
- accident;
- misuse;
- infestation by insects or vermin;
- incomplete or improper installation;
- incorrect operation;
- use for which it is not designed;
- use of faulty, incorrect or leaking batteries;
- incorrect voltage;

(B) Disassembled, modified or altered in any way.

(C) Repaired by someone other than an authorised Tykoh Repair Agent.

(D) The product ceases to carry the original serial number or if the serial number is defaced or altered in any way.

(E) The product is used in a commercial environment or used other than in a normal, domestic environment.

F) The product is used other than in Australia;

This warranty is valid only in the country of original retail/sale.

PARTS COVERED:

This warranty covers for one (1) year, the Product and included accessories.

STATEMENT OF REMEDY:

In the event that the Product does not conform to this warranty at any time while the warranty is in effect, the warrantor at its discretion, will repair or replace the Product and return it to you without charge for parts or service or will refund the depreciated purchase price. This warranty does not provide for reimbursement or payment of incidental or consequential damages.

This EXPRESS WARRANTY is in addition to and does not in any way affect your rights under the TRADE PRACTICES ACT 1974.

PROCEDURE FOR OBTAINING PERFORMANCE OR WARRANTY:

In the event that the Product does not conform to this warranty, the Product should be shipped or delivered, freight pre-paid, in secure packaging, with evidence of original purchase (e.g. a copy of the tax invoice), to the warrantor at:

Tykoh Group Pty Limited
P.O. Box 4117
Oatley West NSW 2223