

E-CLAW 2.0

The most intelligent claw machine

User & Service Manual



Type: E-Claw 2.0
Model: E-Claw 2.0 900 2-PL

June 2026 R01-2 | Software 1.6.9

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Please read and understand the contents of this manual carefully. Failure to read the manual can result in serious damage or injury. Keep this manual. Make sure that all operators of the “E-claw 2.0” have read and understand the contents of this manual.



Always work safe and comply with procedures, regulation and local standards.

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This language version of the manual is verified by the manufacturer. Elaut NV reserves the right to change specifications and/or spare parts without prior notice.

The content of this manual may also be changed without prior notice. For information about settings, maintenance and repairs not provided for in this manual, please contact the technical department of Elaut NV. Elaut NV accepts no liability for damage and/or problems arising from the use of spare parts not supplied by Elaut NV. This manual has been compiled with all possible care. Elaut NV assumes no responsibility for any errors in this manual and/or the consequences of an erroneous interpretation of the instructions. All rights reserved. No part of this publication may be reproduced, stored in computerised databases, or made public, in any form or by any means, either electronic, mechanical, through photocopying, recording or otherwise, without the prior written consent of Elaut NV. This also applies to the associated drawings and diagrams.

PREFACE

Thank you for purchasing a new “E-Claw 2.0” machine equipped with the NIC-E (Node InterConnect-ELAUT) technology. This manual is intended for the operator and installer. This manual contains all the information you need to setup and use your machine. Furthermore, the manual contains instructions to prevent any accidents while the machine is running.

Read this information carefully to understand the various possibilities and uses of this machine.

STORING THE MANUAL

The operator (user) and service manual is a part of your product. Store the manual in the immediate vicinity of the machine. Always present a copy of the manual to operators as they work with E-Claw 2.0.

LIMITATIONS OF THE DOCUMENT

The English language version is the original version. This language version of the manual is verified by the manufacturer. All other language versions are translations of the original English language version.

Elaut NV reserves the right to modify the construction and/or configuration of its machines at any time without any obligation to modify machines which have been previously supplied. The data provided in this manual are based on the most recent information. These data may be subject to change later, without prior notification. For information regarding adjustment, maintenance or repair that is not described in this document, please contact the Elaut Service Department via support@elaut-group.com or +32 3 780 94 80.

The information in this document concentrates solely on the use of the machine as intended by the manufacturer. In the event that the machine, components or procedures are applied in any way other than described in this manual, then confirmation must be obtained as to the correctness and suitability of that use. No rights may be derived from this manual or from the documentation supplied together with the machine. The supplier is bound by no agreement other than the order confirmation.

This manual contains useful and important information on the correct operation of the machine. We have taken all possible steps to make this manual as correct and as complete as possible. Should you discover any errors or omissions, please bring this to the attention of Elaut NV, so that we can make amendments. This will enable us to improve our documentation.

SYMBOLS USED

The following marking conventions are used in this manual to draw attention to specific topics or actions:



Warns of a situation that could result in serious physical injury and/or may cause material damage, if one does not follow the safety instructions.



Warns of a situation that could result in minor or moderate physical injury and/or may cause material damage, if one does not follow the safety instructions.



Provides additional information that is helpful to perform a task or to avoid problems.



This is the CE logo, which indicates that the product meets the legal requirements.



The ENEC symbol is an addition to the CE logo relating to electronic products that are introduced to the European market. The ENEC symbol is certified by a third party only, independently of the manufacturer. It indicates that the machine and machine location are safe as referred to in the corresponding European directive.



The symbol on the material, the accessories or packaging indicates that this machine may not be treated as domestic waste.

WARRANTY

All electrical and mechanical parts of the machine – if used under normal operating conditions – are covered by a one-year warranty from the original purchase date. Any defective component will be replaced. However, our responsibility is limited exclusively to the replacement of the defective component ex works; shipping costs cannot be attributed to Elaut NV. No right of indemnity or reimbursement can be claimed.

LIABILITY

Elaut NV is not liable for any damages caused by failure to comply with the installation instructions in accordance with the legislation in your country.

VERSION HISTORY

During the lifetime of E-claw 2.0 machine, engineering and/or technical improvements may result in the need to revise this manual. It is then at the discretion of Elaut NV to decide if a revision/new version of this manual is required.

The following table describes the main changes for each document version of this manual.

Revision	Software	Date Last Modified	Changes
R01-0		Januari 2026	Initial version
R01-1	1.6.5	May 2026	Bug Fix
R01-2	1.6.9	June 2026	Spare parts & Bug Fix

MANUFACTURER DETAILS

If you need any assistance, or still have questions after reading this manual, we would encourage you to contact the Elaut Service Department via support@elaut-group.com or +32 3 780 94 80.

For spares, please contact the Elaut Spare Part Department, via spares@elaut-group.com or +32 3 780 94 80.

We appreciate all advice, feedback and suggestions from our customers.

Please contact:

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TRADEMARKS

All trademarks stated in this manual are registered trademarks of Elaut NV.

TERMS

Machine	E-Claw 2.0
Installer	Person qualified to install E-Claw 2.0 machine.
Operator - User	Person qualified to configure and/or adjust the parameter settings of the software and to maintain E-Claw 2.0 amusement machine.



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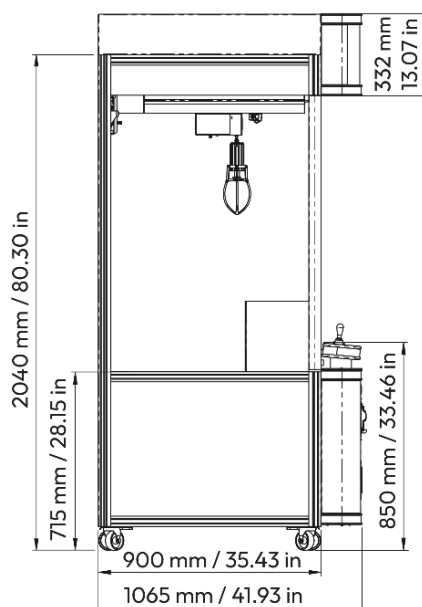
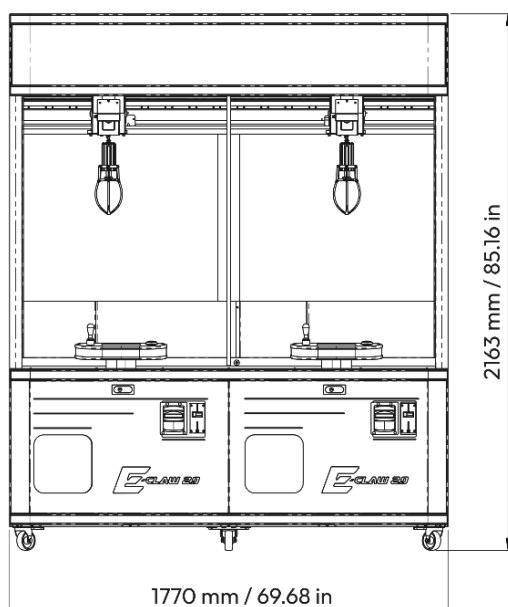
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TECHNICAL OVERVIEW

Characteristics	E-Claw 2.0
Mains voltage	100 - 240 V
Frequency	50 - 60 Hz
Rated current	1.7A @230VAC / 3.4A @115VAC
Overload protection	6.3 A(T)
Power consumption	330W (nom) / 450W (max)
Weight	430 kg / 950 lbs
Height (No display)	2040 mm / 80,31 inch
Height + display	2163 mm / 85,16 inch
Width	1770 mm / 69,68 inch
Depth	900 mm / 35.43 inch
Depth + unit	1065 mm / 41.93 inch



SAFETY



- The machine may only be installed by qualified persons.
- Machine installation must satisfy the current applicable standards.
- This machine must be placed on an equal and level surface.
- This machine may not be placed nor operated without protection to the elements as rain and other precipitation. Nor in locations where water ingress is likely to occur
- Switch off the power supply before commencing installation or maintenance work.
- Do not open or disassemble the machine. Opening the machine can prove hazardous and will void the warranty.
- If connected, the machine or its components are powered by a 100-245V power supply.
- Make sure that the power cable is connected properly.
- Do not plug or unplug a cable, while the machine is switched on.
- Do not plug this system into a supply voltage other than indicated on the machine label.



- The operator is responsible for the proper installation and machine use. An incorrect installation may result in product damage. The warranty will become void if the machine and/or electronic components are damaged due to an incorrect installation.

MOVING PARTS



- The **upper compartment** of the machine can be opened by unlocking the key-locked glass window in the front. You can use this compartment to access the gantry & claw and refill the prizes on the playfields. The power switch can also be found in this compartment, on the ceiling.



- The **lower compartment** of the machine can be opened by unlocking the key-locked front door. In this compartment you find the controller, PCB's, mechanical counters, money handling system and an interface display to check accountancy and make game settings.
- The power supply is integrated into the top compartment of the machine.

THERMAL AND ELECTRICAL SAFETY



- To minimize the risk of ignition, component temperatures are limited to safe levels. The hottest components are resettable fuses that use thermal PTC features. Their off-state temperature is max. 125°C.
- The earth leakage current is less than 2mA.

GAME DESCRIPTION

The E-Claw 2.0 is a claw machine for the amusement industry. The objective of the player is to grab a prize from the playfield with the claw and drop the prize into the prize chute. Typical prizes are plush animals and other toys.

The player controls a joystick or buttons to steer the grabber directly above the desired prize. After positioning the claw as desired, the player pushes the “Grab” / “Drop” button. This will start a series of actions in which the claw automatically descends, tries to grab and hold on to the prize while moving towards the prize chute, and finally, releasing the prize above the prize chute.

To start a game, a player must insert coins, bills, or swipe a payment card. The player will then receive credits, as indicated on the display. One credit equals one attempt.



A contactless payment can be installed. ELAUT can provide a cable to connect any card system allowing contactless payments to be made.



The operator cannot use any options or functions which contradict local codes or legislation.

INSTALLING E-CLAW 2.0 MACHINE

UNPACKING E-CLAW 2.0 MACHINE

Follow the steps below to safely unpack the machine, install the gantry and claw, and verify if all cables are connected correctly.

Step 1: Unwrapping

Remove the foil, straps and protective materials.

Step 2: Connect the gantry

Assemble and [connect the gantry according to the video](#). After installation, check that all connectors are fully inserted and locked.



Step 3: Attach the claw

[Attach the claw to the gantry according to the video](#). Check that the cable is correctly connected to the gantry.

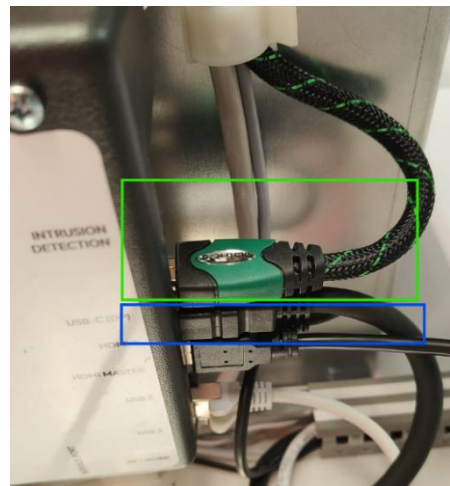


Step 4: Check the HDMI cables (no image = HDMI not connected correctly)

Open the drawer and check whether the HDMI cables are properly connected to the motherboard. If an HDMI cable is loose or missing, you will have no video input and you will see the error image below.



- Green = screen in the button deck
- Blue = header screen on top





Step 5: Locate the On/Off switch

Locate the On/Off switch inside the cabinet (top left in the top compartment). Use this switch to power on the machine when required.

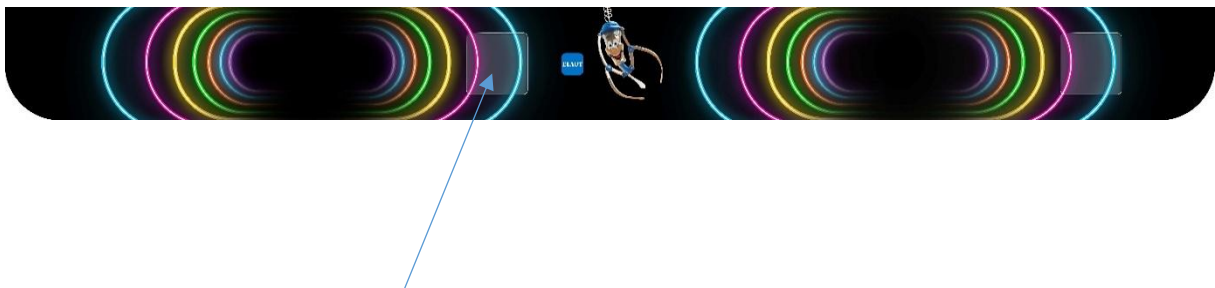
FILLING THE PLAYFIELD

Fill the playfield with your desired plush or prizes. Distribute the items nicely on the playfield for an appealing look and optimal grabbing process.

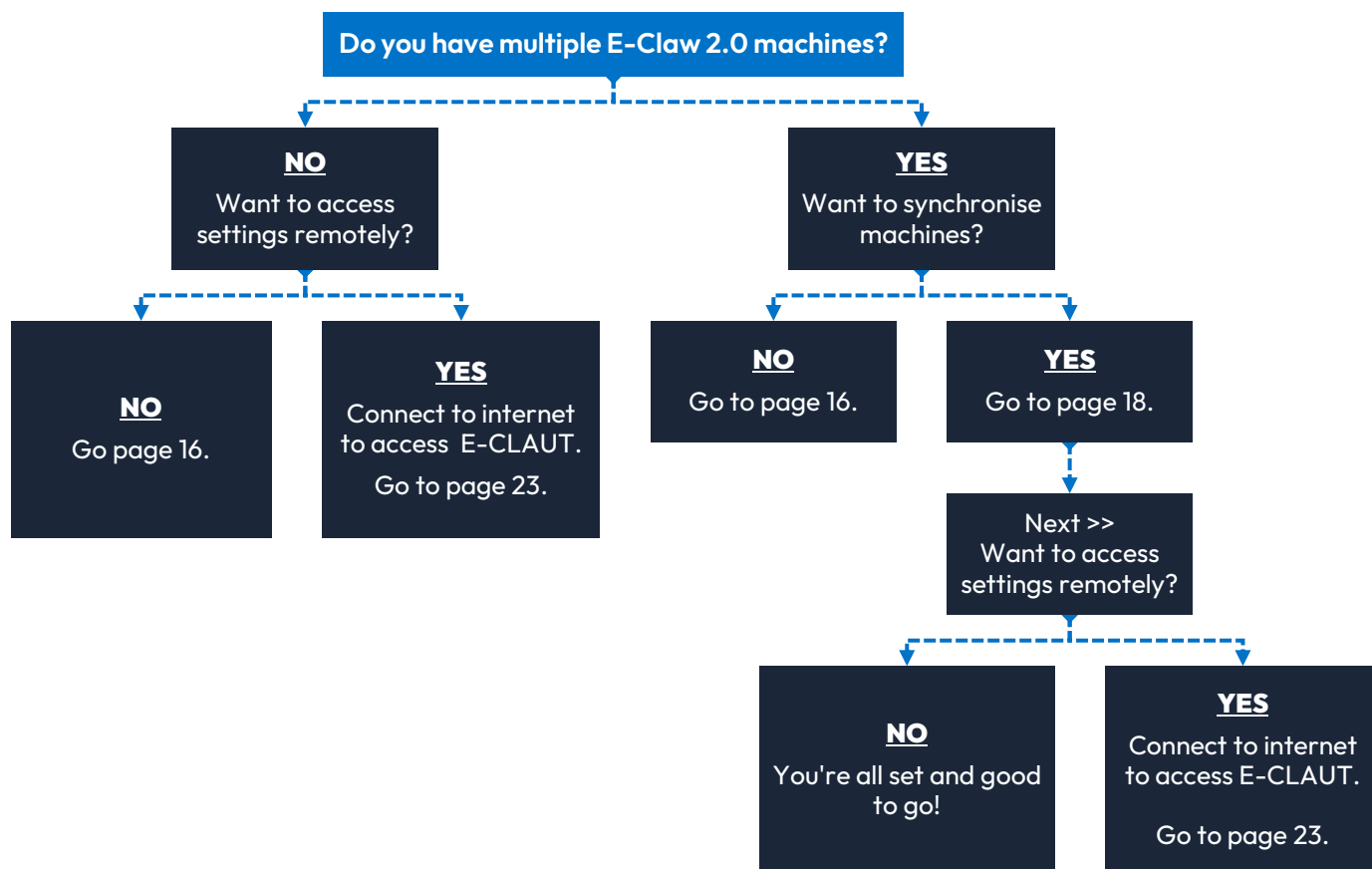


INSTALLING THE CARD READER

Mount the card reader on top of the drawer in the marked location shown below.



CHOOSE HOW YOU WANT TO SET UP YOUR MACHINE



OPERATE MACHINE WITHOUT SYNCHRONISATION OR E-CLAUT

WARNING!! First time boot. Follow these steps when the E-Claw 2.0 is direct delivered from the factory and has not been connected to internet before.

Power on machine via switch located at the top left in the cabinet.

Open prize door to activate menu screen on display button deck.

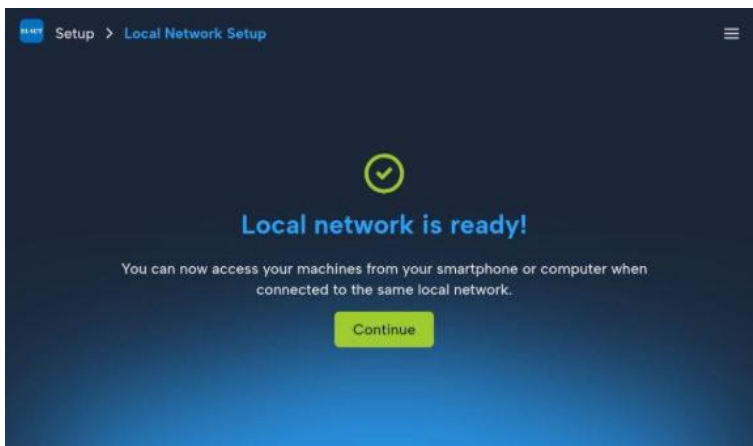
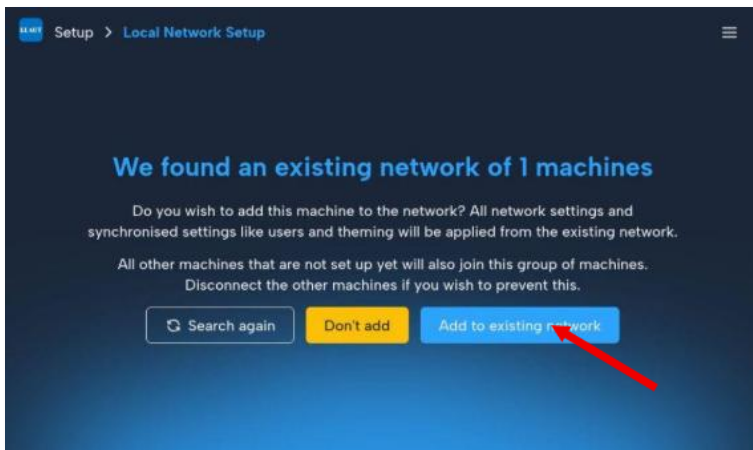
This welcome screen will appear on the button deck of your machine. Select preferred language and “Get started”.



You will be asked to set up a local network of machines – in this case that will only be one machine. Click “Continue”.



The screen will indicate they found an existing local network. Click “Add to existing network” and you will be ready to go.



Your machine is set up.

Please continue to page 34 where we explain how to access the settings via the display on the button deck to learn how to change settings locally, learn the prize and get started.

SYNCHRONISE MACHINES' VIDEO & LEDS USING CABLES

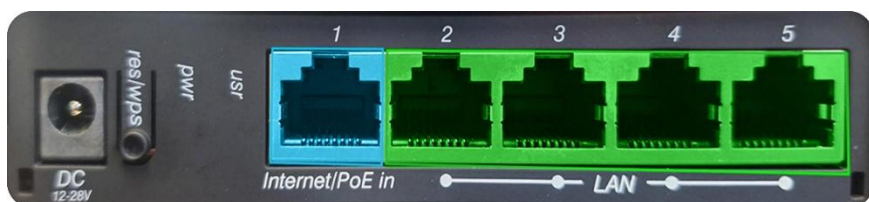
STEP 1: CONNECT YOUR CABLES TO CREATE SYNCHRONISED MACHINES

NOTE: Currently it is only possible to connect your E-Claw 2.0 machines with each other **using cables (Wired LAN)**. We **do not support wireless LAN** at the moment. This will be released at a later stage.



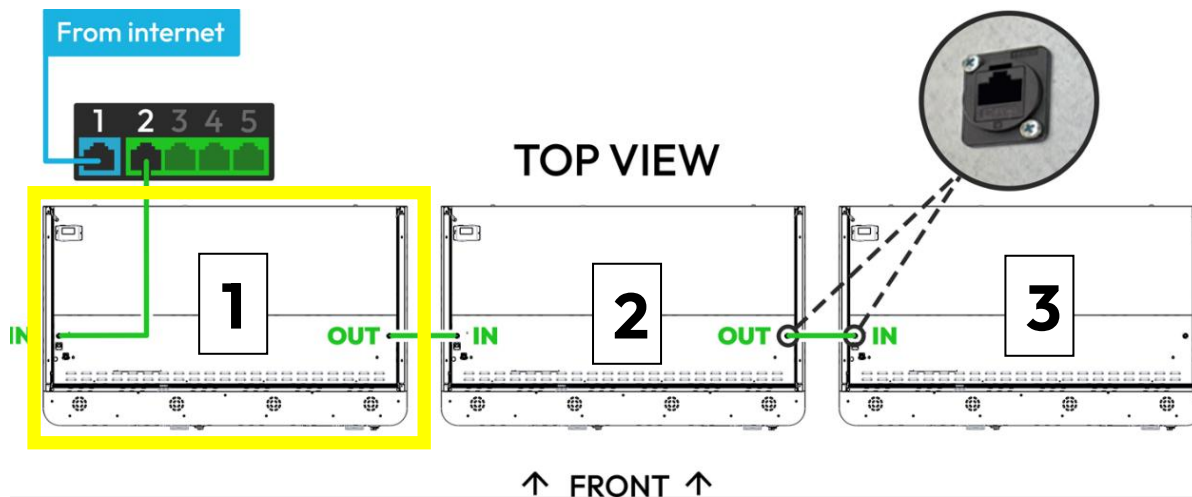
Place the master router (sold separately) on top of the E-Claw 2.0 machine. The router is equipped with five Ethernet ports as shown below:

- Port 1 (marked blue) is used for connection with internet (we'll explain this in the next chapter)
- Port 2 to 5 (marked green) are used to connect machines



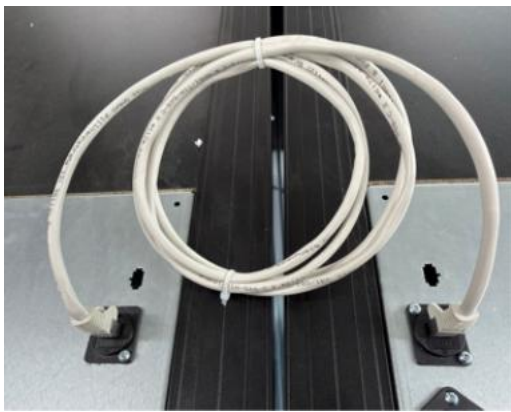
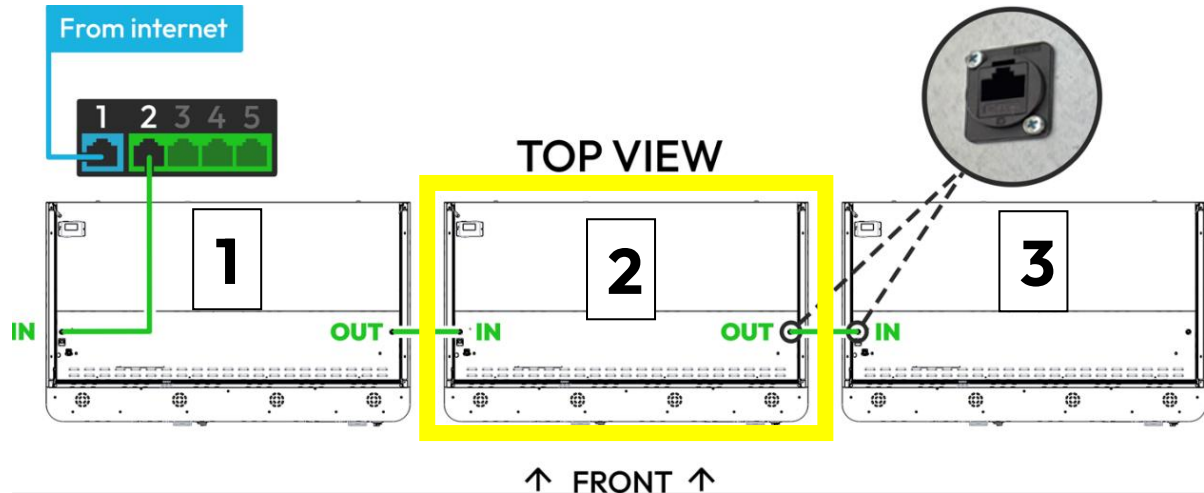
Link your first machine to the router

Connect Port 2 (LAN) with an Ethernet RJ45 cable to your first E-Claw 2.0 machine. The cable should go from Port 2 (LAN) to Ethernet IN port on your machine.



Link multiple machines if you more than one

If you have more than one E-Claw 2.0 machine you will have to connect all machines with Ethernet (RJ45) cables. Connect a cable from **machine 1 Ethernet OUT** to **machine 2 Ethernet IN**.



Continue this sequence of linking cables for as many machines as required.

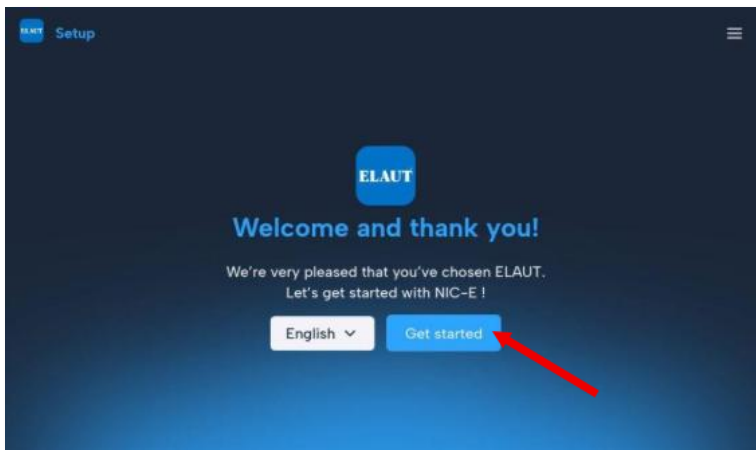
STEP 2: POWER ON YOUR E-CLAW 2.0 MACHINES TO SYNCHRONISE

WARNING!! First time boot. Follow these steps when the E-Claw 2.0 is direct delivered from the factory and has not been connected to internet before.

Power on machine via switch located at the top left in the cabinet.

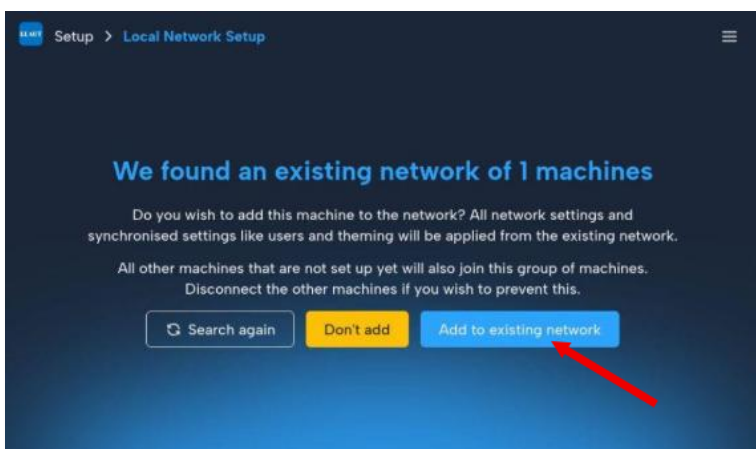
Open prize door to activate menu screen on display button deck.

This welcome screen will appear on the button deck of your machine. Select preferred language and “Get started”.

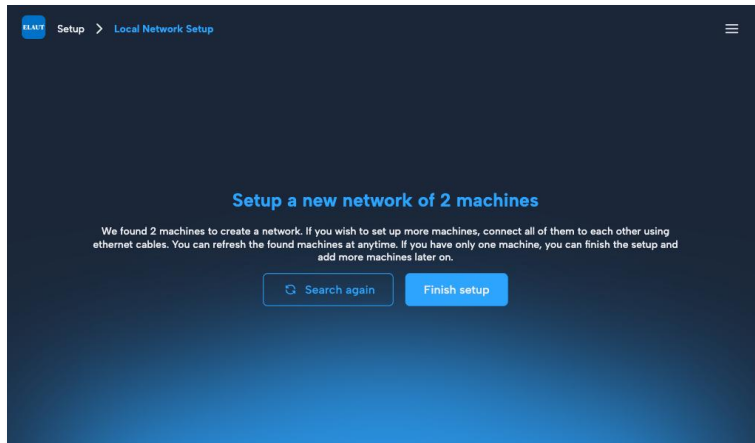


You will be asked to connect your E-Claw 2.0 machines together so they can work in synchronisation. Click “Continue”.

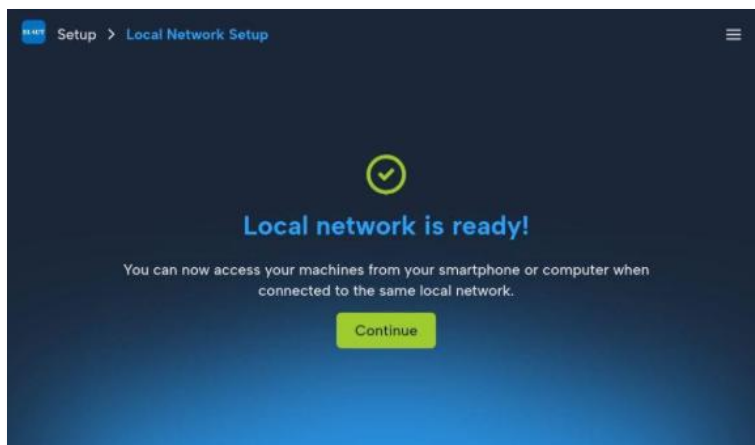
If you already have other machines at your location, you will be asked to add the new identified E-Claw 2.0 machines to an existing network. Click “Add to existing network”.



If this is your first time connecting your machines to each other, just finish the setup and your E-Claw 2.0 machines will be ready to go.



Click “Finish Setup”.



Your network of machines to function in synchronisation has been set up successfully now.

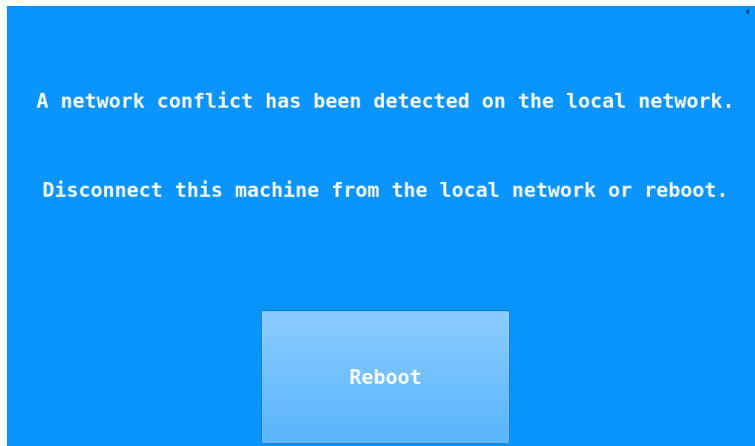
If you would like to change the content, animation and settings of your machine remotely, you will now need to connect to internet & E-CLAUT. Please read the next chapter on page 23 on how to do this.

If you do not wish to do the above, please continue to page 34 where we explain how to access the settings via the display on the button deck to learn how to change settings locally, learn the prize and get started.

CONFLICT TO SYNCHRONISE MACHINES – NETWORK ALREADY EXISTS

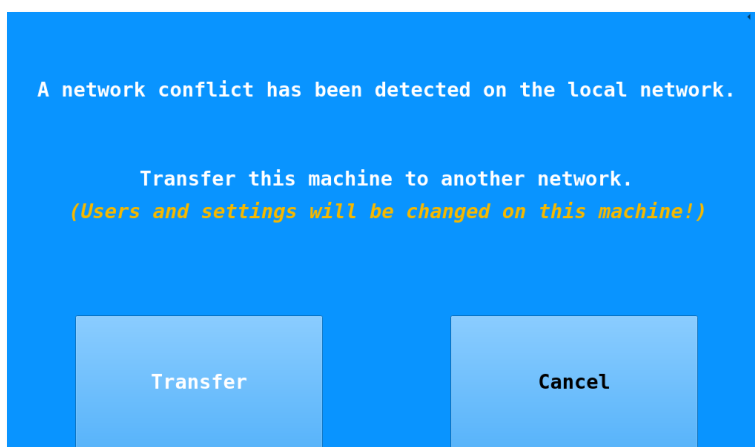
When linking machines together, conflict errors may occur. If this happens, check the control panel display for instructions on how to resolve the issue.

A machine that has not yet been configured cannot be set up or have its conflicts resolved until all previously configured machines are free of conflicts.



A machine that has already been configured will prompt you to join the network of machines with the highest number of connected machines. Please note that accepting this option will overwrite the current machine's settings.

If you do not wish to proceed, disconnect the machine from the network of already connected machines before continuing.



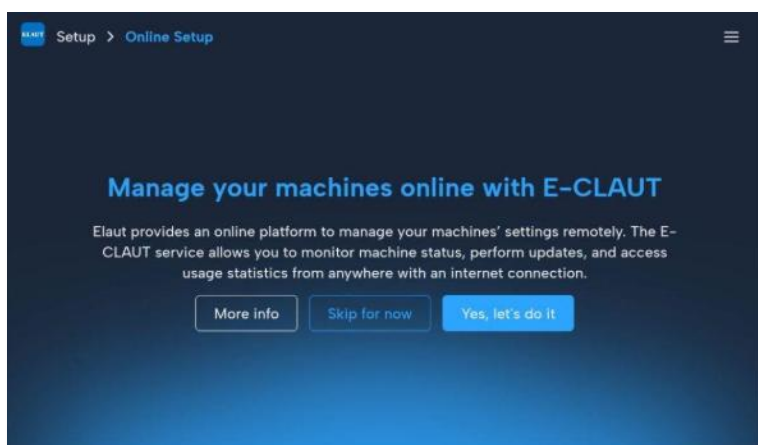
CONNECT MACHINE TO INTERNET TO USE E-CLAUT

WHAT IS E-CLAUT & WHERE TO FIND ACCOUNT

E-CLAUT is a new online service and management platform that can only be used for ELAUT's latest games, the E-Claw 2.0. You can use E-CLAUT to:

- Get remote support from ELAUT or your distributor
- Monitor your games online
- Get notified about machine malfunctions
- Easily change settings from a distance
- Better support, less downtime, more revenue

For more info on E-CLAUT go to www.elaut.com/e-claut.



If you do not want to use these E-CLAUT services, select “Skip for now”. You can return to the E-CLAUT connection setup at any time. See chapter “Connect machine to E-CLAUT at a later stage” on page 31.

Select “Yes, let’s do it” to manage your machines online. To connect to E-CLAUT, you must be registered. You should have received a registration email when you purchased your E-Claw 2.0.

If you cannot find your login details, contact sales@elaut-group.com to request a new registration link.

BUTTON DECK | CONNECT & DISCONNECT MACHINE TO E-CLAUT

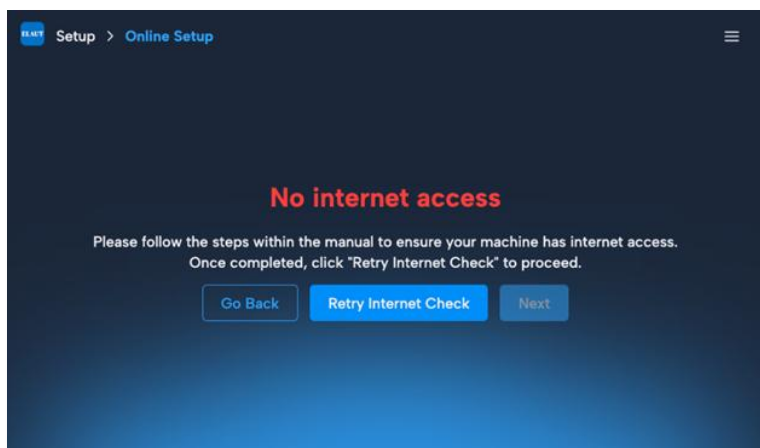
NOTE: Currently it is only possible to connect your E-Claw 2.0 machines to internet by **cable (Wired WAN)**. We **do not support wireless WAN** at the moment. This will be released at a later stage.

To initiate the online registration of your machine to E-CLAUT, the machine must have an active internet connection in order to communicate with the E-CLAUT services.

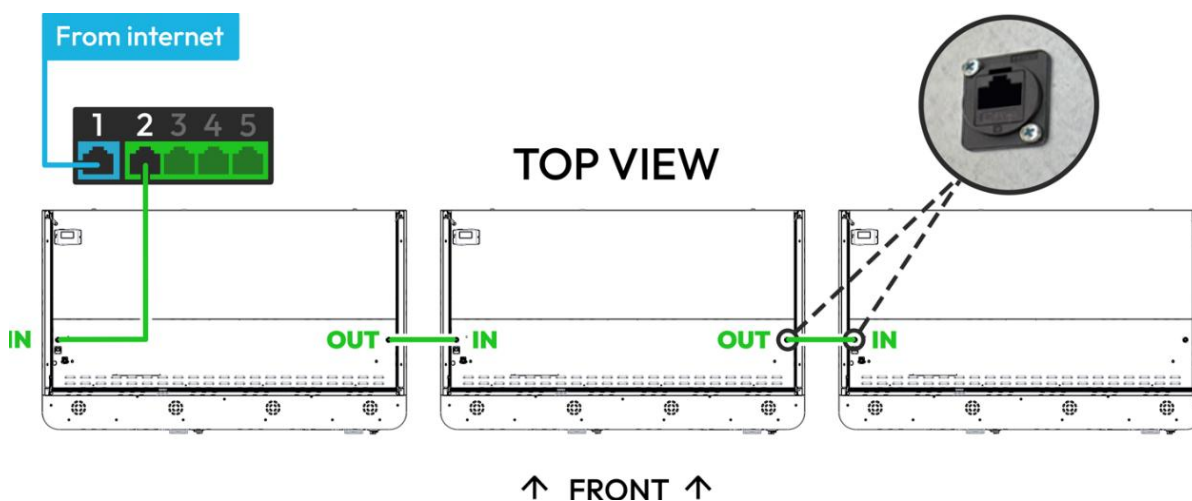
CONNECT E-CLAW 2.0 MACHINE TO E-CLAUT (VIA BUTTON DECK)

NO INTERNET ACCESS FOUND

If you do not have an internet connection, the screen below will appear. Install the router and establish an internet connection before continuing – see steps below.



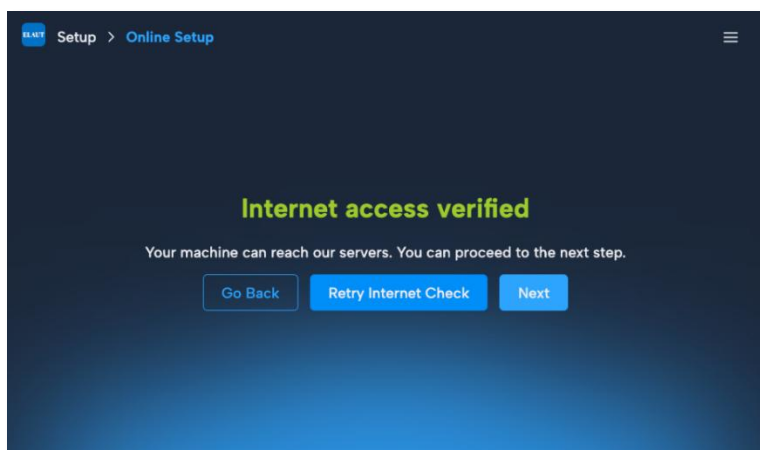
Connect an Ethernet cable from Port 1 (marked in blue on the router) to your own internet modem or network source.





Internet cable coming from the modem of your internet provider

Check your network setup and click the “Retry Internet Check” button to verify. If the machine can reach our servers, the screen will change to the below.



Once the internet connection is available, the setup process will automatically proceed to the next step.

INTERNET ACCESS FOUND

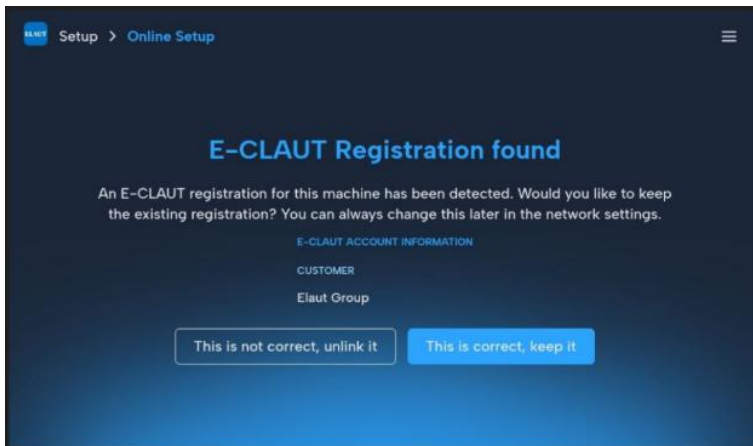
Get your mobile phone or tablet and open your camera app to scan the QR code. You will be prompted to insert your details.

Note this code is only valid for 15 minutes, generate a new code if expired.



CONFIRM E-CLAUT REGISTRATION ON LEFT PLAYFIELD BUTTON DECK

Once registration is successful, the page will update and the registration will appear on the button deck display. This should only take a few seconds.



Continue your registration. Click “This is correct, keep it” and follow the instructions on the screen. You have now set up the left playfield of your E-Claw 2.0 machine.

CONFIRM E-CLAUT REGISTRATION ON RIGHT PLAYFIELD BUTTON DECK

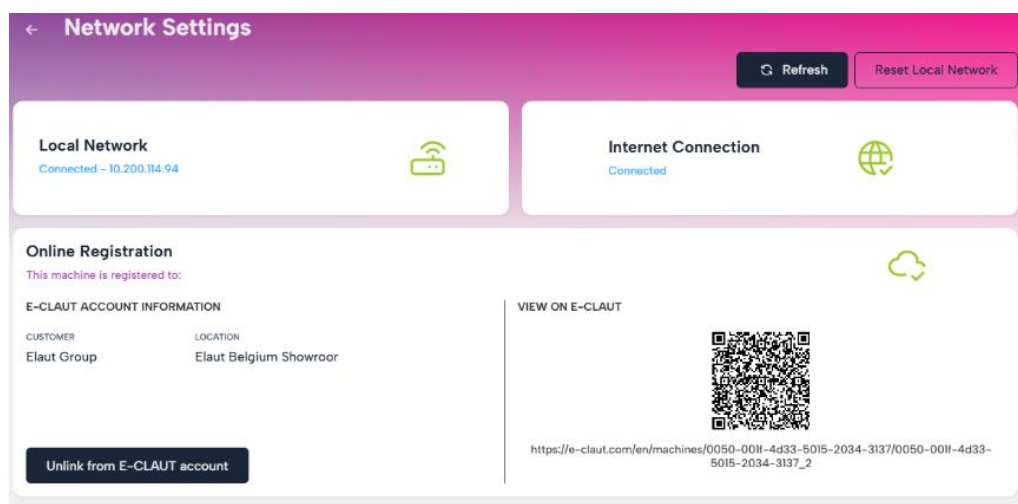
Continue to setup the right playfield and follow the instructions on the screen.

Do you have more than 1 machine? Repeat the previous steps for all machines to get them started and registered as well.

DISCONNECT E-CLAW 2.0 MACHINE FROM E-CLAUT (VIA BUTTON DECK)

Go to the Advanced Settings > Network Settings. Verify that the machine has an active internet connection. If not, you can also unlink the machine in the E-CLAUT web app. We explain this in the next chapter.

In Network Settings, you can view the current E-CLAUT registration, including the customer's name and location. If no valid registration is displayed, no machine is registered. If a machine is registered, you can unlink this.



To remove the E-CLAUT registration from the current account, click “Unlink from E-CLAUT.”

Unlinking the machine will not delete your statistics. These statistics will remain associated with your account and will not be visible to the next owner.

Note: The following chapter is only relevant if you didn't have a mobile device at hand and want to connect & disconnect the E-Claw 2.0 machine via the WebApp www.e-claut.com on your desktop.

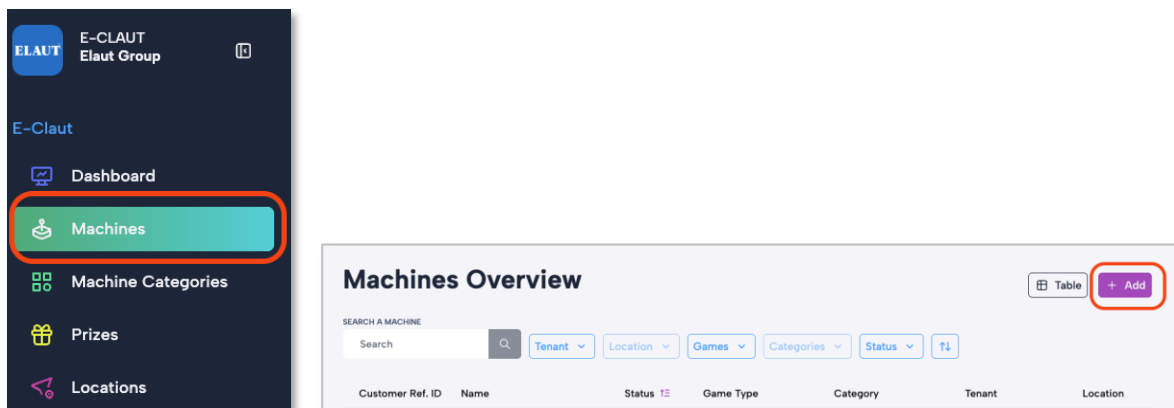
CONNECT E-CLAW 2.0 MACHINE TO E-CLAUT (VIA WEBAPP)

Go to www.e-claut.com to register your machine via the E-CLAUT WebApp.

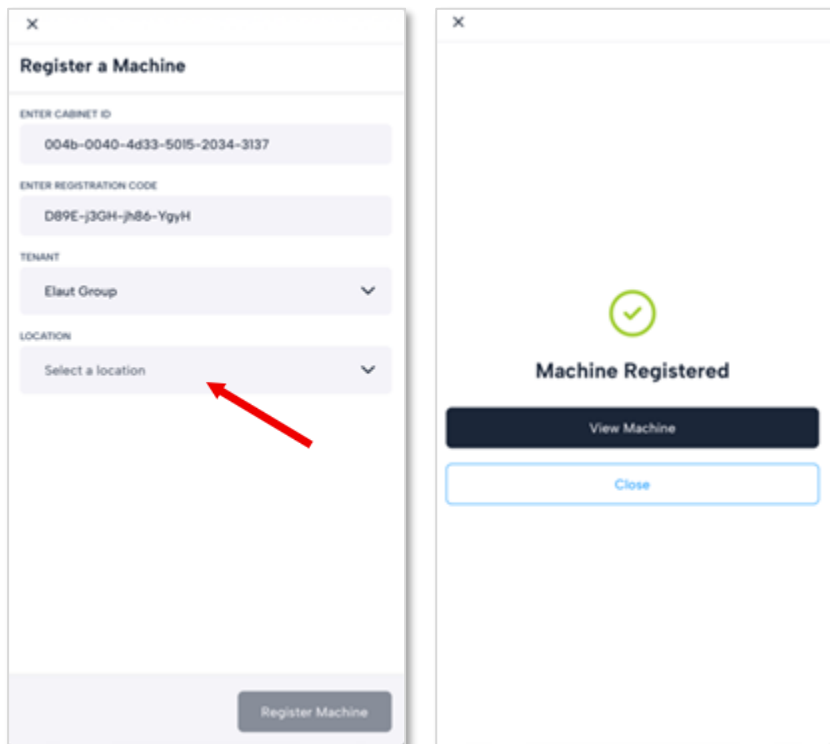
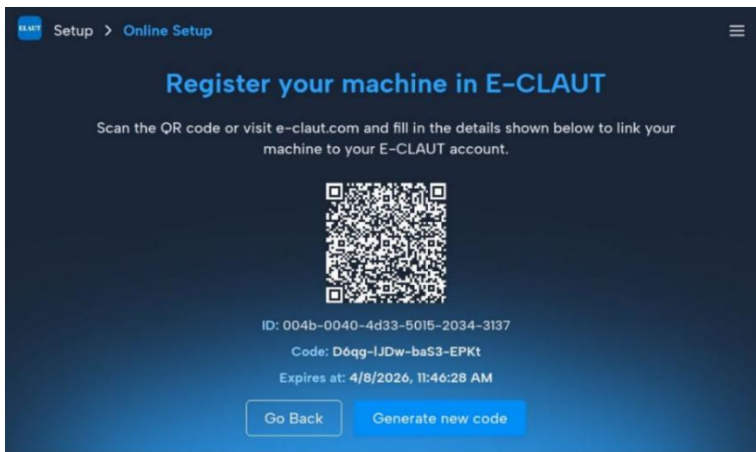


You must be logged into the correct account linked to your E-Claw 2.0 machine. If your email is not valid, reach out to sales@elaut-group.com to request your login details as your account is likely not properly set up yet.

Go to Machines > +Add in the top right corner, click the button to add a new machine. After selecting this option, you will be prompted to enter the code.



After selecting this option, you will be prompted to enter the code. You can manually enter the code (XXXX-XXXX-XXXX-XXXX). Note this code is only valid for 15 minutes, generate a new code if expired.



You will also need to register the machine to a location. Select the correct location from the drop-down menu.

Close this window. The machine is now connected to your account.

DISCONNECT E-CLAW 2.0 MACHINE FROM E-CLAUT (VIA WEBAPP)

You can also unlink the machine from your account directly in the E-CLAUT WebApp (www.e-claut.com). This is useful if you no longer have access to the machine or if the machine no longer has an internet connection so this functionality no longer works via the button deck.

Go to Machines > search for the cabinet's playfield > click on Info tab. Below you will find the option to unregister the playfield. Repeat this for the right playfield.

Unregister Playfield

Unregistering a machine will disassociate the cabinet from your customer account. This action cannot be undone. If you want to register the machine again, you will need to go through the registration process.

Unregister Playfield

Unlinking the machine will not delete your statistics. These statistics will remain associated with your account and will not be visible to the next owner.

CONNECT MACHINE TO E-CLAUT AT A LATER STAGE

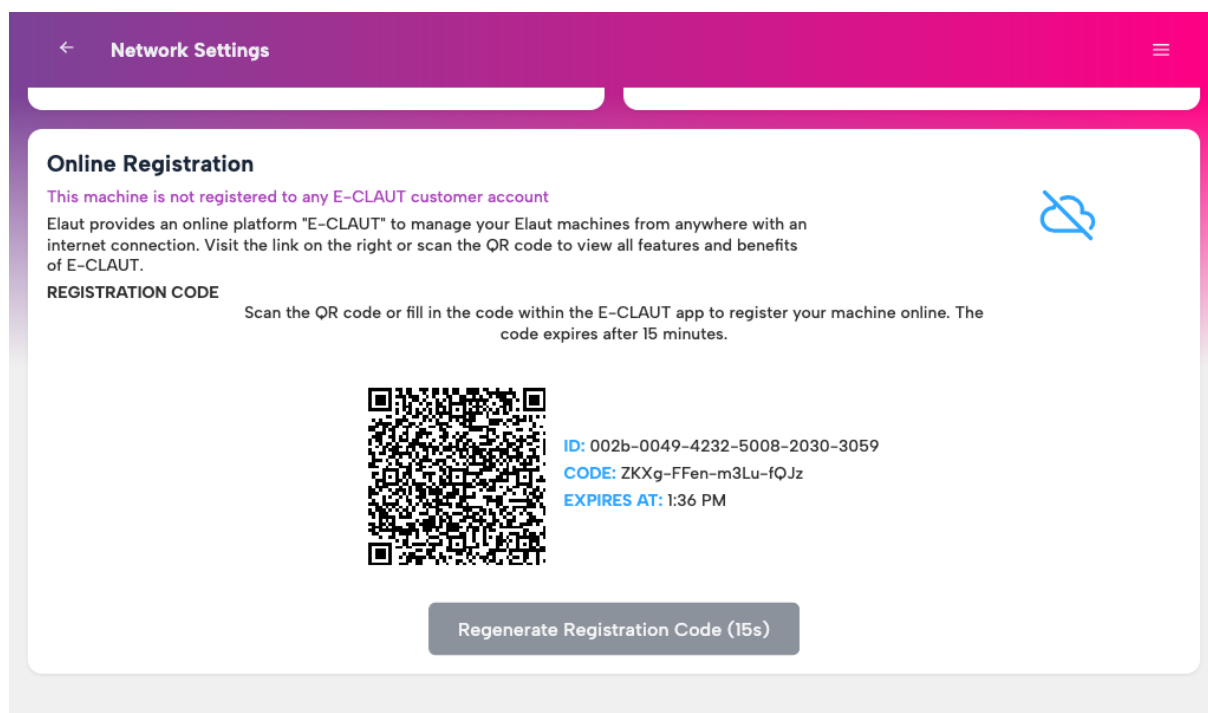
Note: The following chapter is only relevant if you have selected “Skip for now” during the online setup. If you would still like to link your machine to E-CLAUT you can do manually via the menu on the button deck display.

Open the drawer and click the Menu button on the display.

Go to the Advanced Settings > Network Settings.

If a current registration is displayed, you must unlink it first. Follow the steps in the chapter “Disconnect E-Claw 2.0 machine from E-CLAUT (Via button deck/Via WebApp)” above to remove the existing registration.

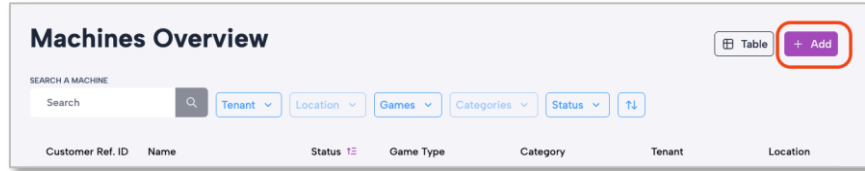
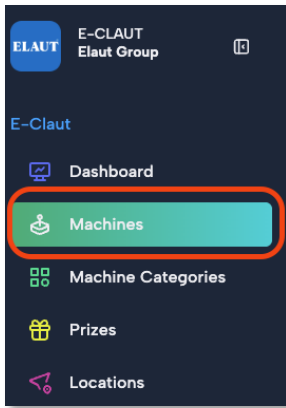
To start a new registration, a QR code and the machine registration details will be displayed. Scan the QR code and follow the steps.



If no QR code is displayed, check the internet connection. See next chapter “Check if your machine has internet access” on how to check this.

No access to a mobile phone?

Surf to E-CLAUT (www.e-claut.com). Navigate to the Machines Overview page and click the + Add button. You will be asked to enter the ID and code manually.



The code is only valid for 15 minutes. If you receive an “expired” message, click the button to generate a new code.

Before linking the machine, make sure you are logged into the correct account.

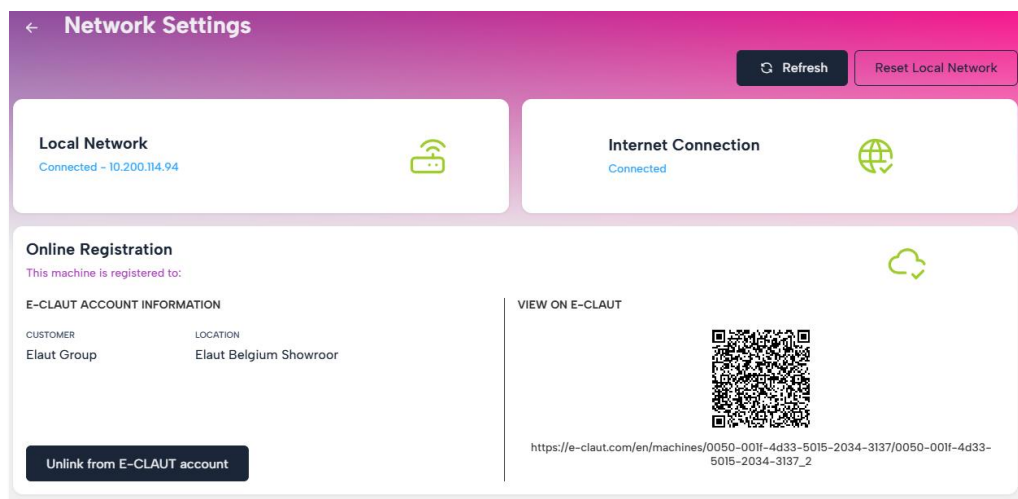
Once registration is successful, the page will update and the registration will appear on the button deck display. This should only take a few seconds.

CHECK IF YOUR MACHINE HAS INTERNET ACCESS

You may see an error message related to internet connectivity when using the button deck display.

To check whether the playfield can access the online services, go to Advanced Settings > Network Settings.

Click “Refresh” to confirm the connection. If the connection is successful, the indicator will remain green or turn green.



If the indicators stay grey, either our servers are temporarily unavailable or your network configuration is incorrect.

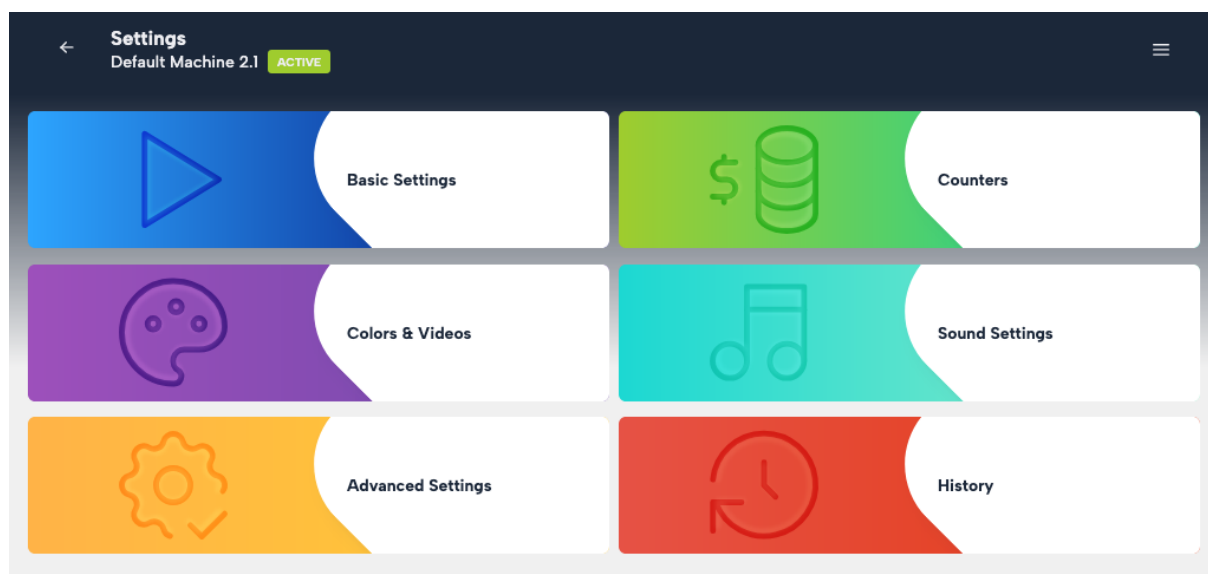
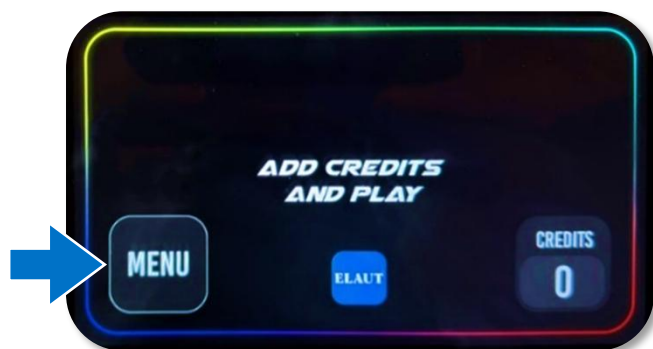
To check whether our servers are down, try logging in to E-CLAUT (www.e-claut.com) on a computer or mobile device with an active internet connection. If you cannot log in, the issue is most likely on our side.

If you can log in successfully, the machine does not have internet access and the network setup should be checked.

MACHINE SETTINGS

Open the prize box using the key and slide it slightly towards you. A pop-up icon labelled “Menu” will appear on the button deck display. If nothing appears, press the switch on the right side of the prize box drawer.

Press the “Menu” button to access the main settings.



BASIC SETTINGS

← Basic Settings

Quickstart

GAME PRICE 1.00

AWARDS PRIZE 1

PRODUCT COST 25

AWARD RATIO 30%

EST. PRICE OUT 83.34

WEIGHT 198 g / 6.98 oz

Learn prize

AVERAGE PICKUP HEIGHT 40%

Identify Restart game ? Free game ?

Game price:

The price you want to earn for 1 credit.

Average Pickup height (%):

Set how high a prize is held at pickup power before dropping to retain power. This will affect how high a prize is held before dropping.

0% = prize does not get picked up

100% = prize is dropped when the claw is at its highest

Product Cost:

Prize you paid for the award

Award ratio:

The ratio awarded to the player

Est. price out:

The calculated amount of the cost price x award ratio

Learn Prize:

Press button to learn the prize. See next page for details about the learning procedure.

Identify:

Select the playfield where you want to do the settings. If more machines are linked, you can select the machine.

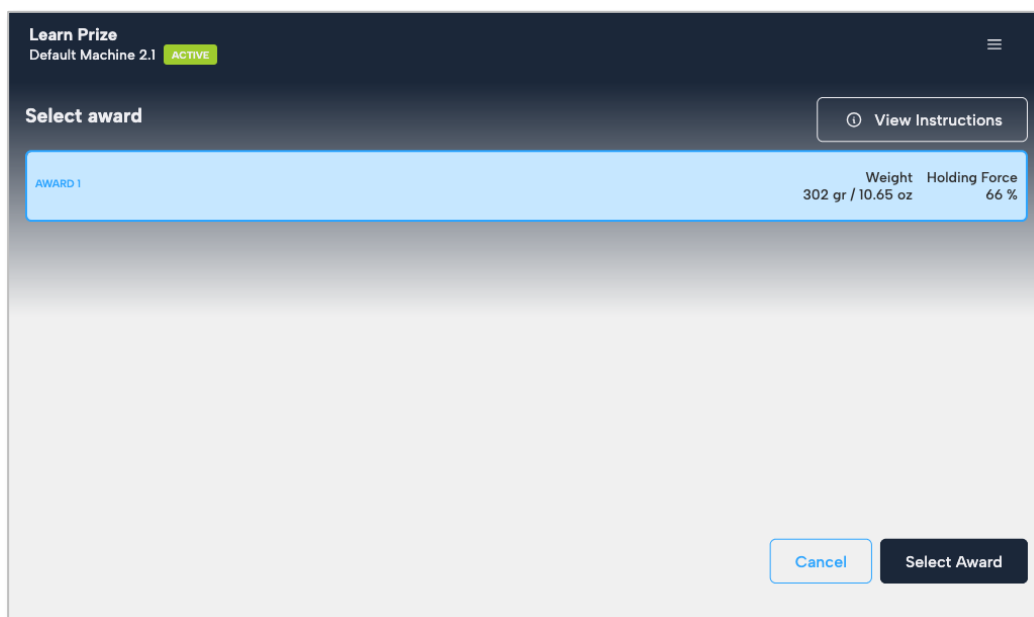
Restart Game:

Press button to clear the current credits and award regulator, also it will restart the game from the starting position.

Test game:

Play several games to test the setup.

LEARN PRIZE



Press "View Instructions"



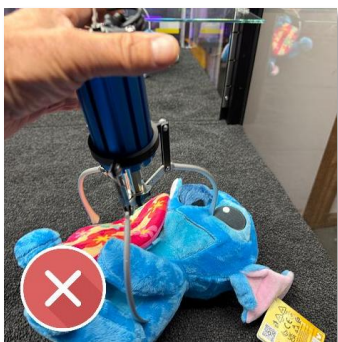
Press "Select Award"

The learning process is straightforward and easy to follow. It is essential for optimal machine performance and ensures that the claw releases the prize correctly.

Step 1: Award 1

Crane moves to field and tries to pick up the plush.

Don't touch the claw during the learn process!



Step 2: Learning the prize

The claw will come down to grab the prize. Place the prize beneath the claw so it can grab the prize correctly.

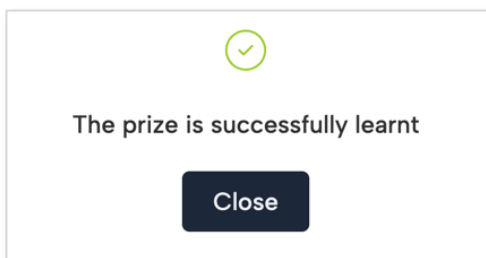


Let the automatic claw learn the prize. Please wait until the process is complete and do not interfere.

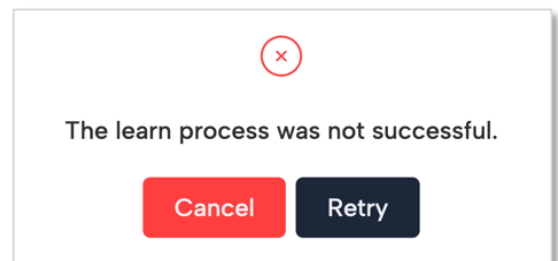


The machine positions itself to the center of the playfield. Do not touch the claw while learning the prize. Follow the procedure on the screen.

Step 3: Learning Result



OR



Result:

The prize has been successfully learned: the process is complete.

If the learning process is not successful, please try again several times. If the prize still cannot be properly gripped, a different type of claw must be installed.

COUNTERS

← Counters

Details

Counter	Current	Total
Coin In	268	268
Bill In	0	0
Card In	0	0
Cashless In	0	0

Prize 1

Counter	Current	Total
Total In	267	267
Total Out	55	55
Award Ratio	20.59	20.59
Played Games	363	363
Games since win	17	363

Actions

Reset current counters Reset all counters

Reset current counters:

All values under current will be erased to 0

Reset all counters:

All values (total and current) will be erased to 0

COLORS & VIDEOS

BANNER VIDEOS

Banner Videos

Animation Videos

- ELAUT Birthday
- ELAUT Christmas
- ELAUT Easter
- ELAUT Halloween
- ELAUT St. Patrick's Day
- ELAUT Valentine
- ELAUT July 4th

Custom Animation Videos

- CUSTOM Gooaal banner
- CUSTOM World Cup General Two
- CUSTOM World Cup Belgium Two
- CUSTOM World Cup General
- CUSTOM World Cup Flags

+ Add custom video

Synchronize custom content ?

SHOW GAMEPLAY CAMERA ON HEADER

Predefined videos available:

Press ▶ to preview the video in the top display.

Enable video by sliding switch on or off. Select different videos on, they will play in sequence

Add & remove custom

Add or remove your own custom videos. This can only be done via E-CLAUT, not directly on the display of the button deck. Not that only custom videos can be deleted.

Select browse and find in explorer or usb stick your file in MP4 or OGC format with a maximum size of 100Mb. Drag the file into the blue area and upload the file

Synchronize custom content

Select this option if you want to synchronize and play the video on all your linked E-Claw 2.0 machines.

Show gameplay camera on header

Select this option to show the gameplay on the header of the machine to attract players.

THEME SETTINGS

A theme is a collection of effects and videos that are applied to all the machines within the same network. You can select a theme from the list below.

REGULAR

A theme with a preset collection of effects and colors that balance speed and style.



Select the theme for the animations.



Slow

A theme with a preset collection of slow effects and colors.

Regular

A theme with a preset collection of effects and colors that balance speed and style.

Fast


A theme for a fast-paced experience with vibrant effects and colors.

Custom

Configure your own effect and colors for a unique experience.


Close

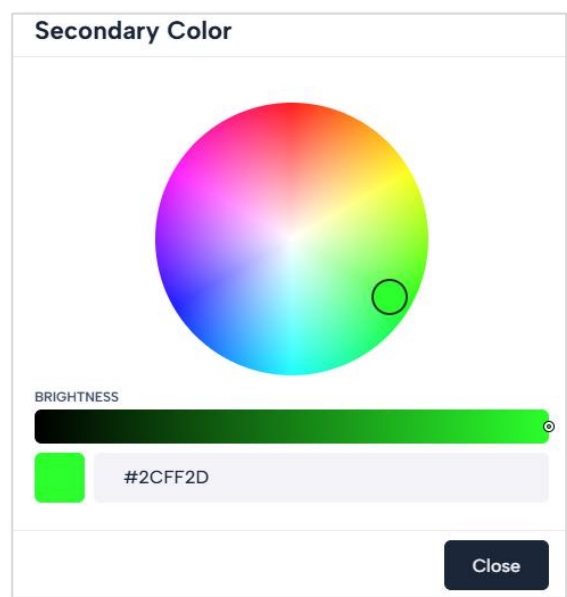
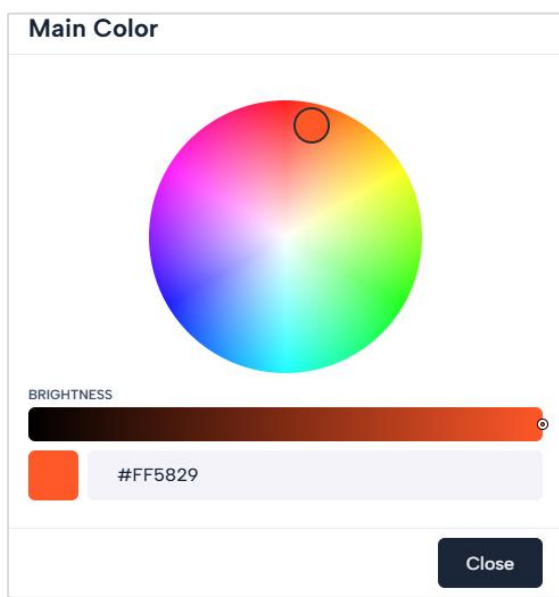
Select

Select  to open the pop menu. You can choose between 4 options:

- Slow
- Regular
- Fast
- Custom. Only the Custom option will allow you to change the colors to your preferred mix of colors.

Note: Changes in colors or themes have a little delay due to synchronization. Wait for a few minutes to see the change.

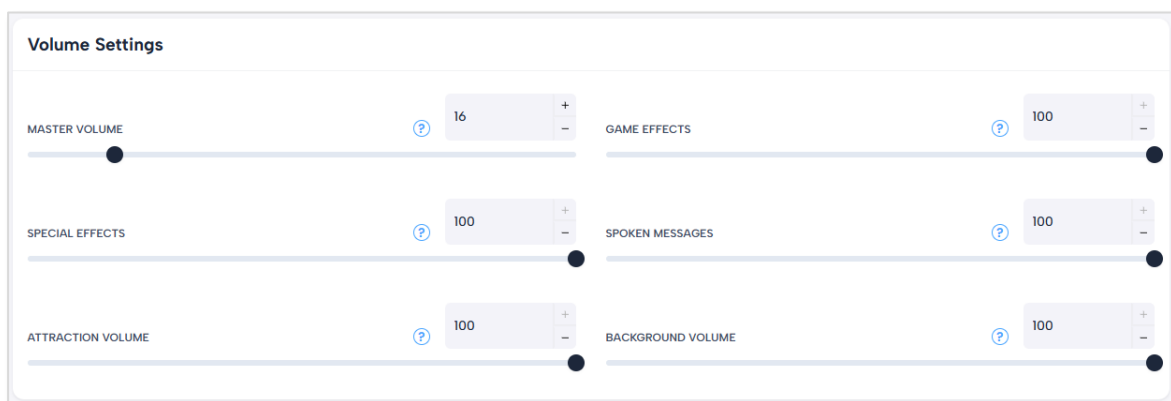
Select  to open the main colour menu or the secondary colour menu.



Move the circle around to select your desired color combination.

SOUNDS SETTINGS

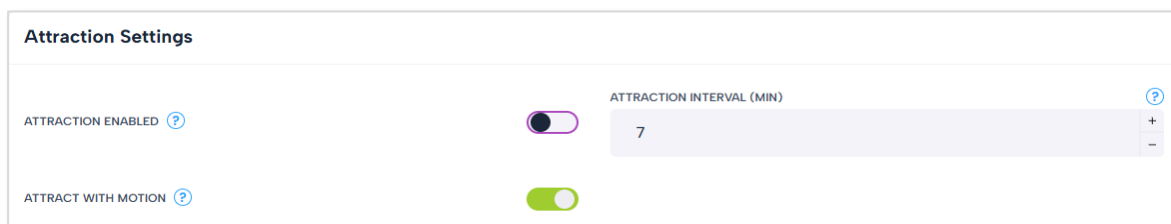
VOLUME SETTINGS



Volume:

Select from 0 (min) to 100 (max)

ATTRACTION SETTINGS



Attraction interval:

Select from 0 (min) to 100 (max)

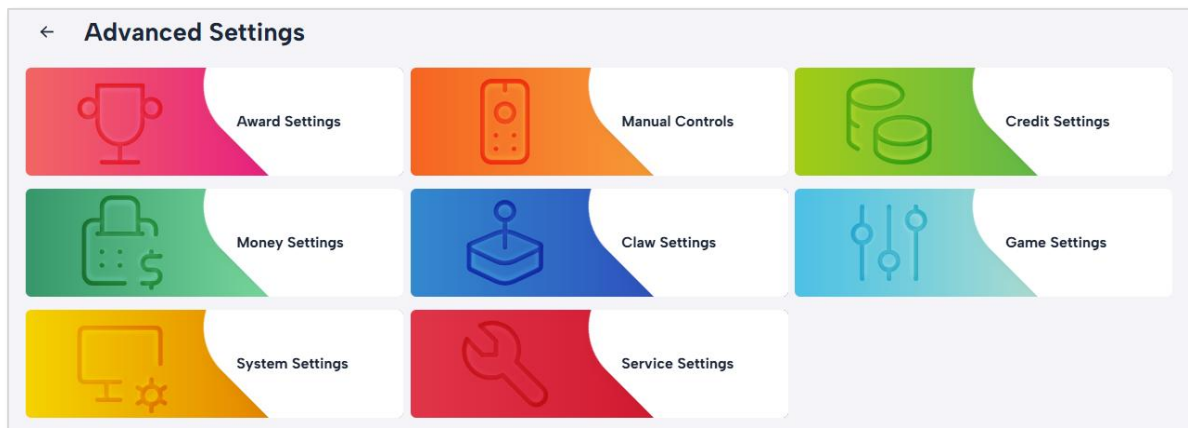
Attraction enabled:

Enable/disable the attraction feature

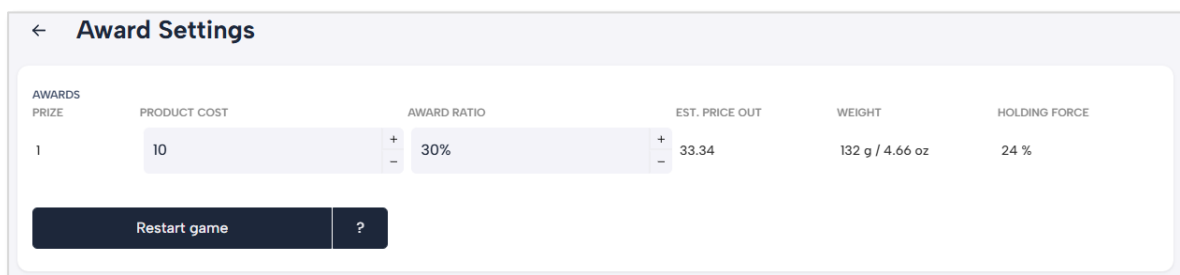
Attract with motion:

Enable/disable claw motion while attracting

ADVANCED SETTINGS

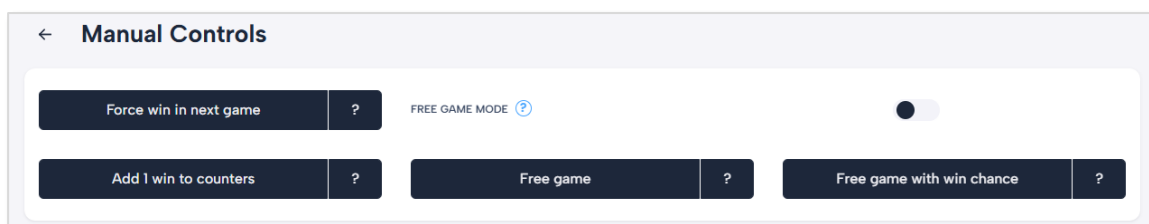


AWARD SETTING



See info on basic settings

MANUAL CONTROLS



Force win in next game: Sets force to win strength for all consecutive games until a prize has been won. Important: do not affect the current game (of existing credit), only the next attempt will get extra bonus.

Add 1 win to counters: Assign a win, adding it on the mechanical counters and adding it to the accounting log. Use only when claw is in home position.

Free game: Start a free game, this is not added in the accounting log and has a no win chance.

Free game with win chance:

Make the next game a free game where the player gets a fair chance to win

Free game mode: Toggle on to set machine to play without insert money

CREDIT SETTINGS

BONUS LEVELS		
LEVEL	CURRENCY	CREDITS (INCL. BONUS)
1	5	8
2	10	20
3	0	0
4	0	0
5	0	0
6	0	0
7	0	0

Game Price:

Price of one credit

Money in limit:

The maximum amount of money a player can insert. Coin and bill devices are disabled when this limit is reached and enabled again if the amount of money is lower than this level.

Credit limit:

The maximum amount of credits a player can have. When this limit is reached all coin and bill devices are disabled until all credits are played.

Show credit table:

Toggle this on if you would like to show the credit & bonus levels on the display screen.

Bonus levels:

Use when you want to reward a player with free credits, when inserted more than 1 game price at a time.

When all set to 0, no active bonus level.

e.g. with active bonus level

Normal = EUR 1 inserted = 1 Credit = 1 game

Bonus level 1: EUR 5 inserted = 6 credits = 6 games (normal only 5 games = 1 bonus game for free extra)

Bonus level 2: EUR 10 inserted = 13 credits = 13 games (normal only 10 games = 3 bonus games for free extra)

So the bigger the amount of money the players insert before playing, the more games they get for free.

Note: Bonus levels must have a higher credit to currency ratio than the previous level.

MONEY SETTINGS

The screenshot shows the 'Money Settings' screen with the following sections:

- DEFAULTS:** A dropdown menu set to 'EU'.
- METER DIVIDER:** A dropdown menu set to '1'.
- CURRENCY:** A dropdown menu set to 'Euro'.
- CURRENCY CONNECTOR 1:** A table with 6 channels. Each channel has a 'VALUE' field and a 'TYPE' dropdown menu.

INPUT CHANNEL	VALUE	TYPE
Channel 1	0.2	Coin
Channel 2	0.5	Coin
Channel 3	1	Coin
Channel 4	2	Coin
Channel 5	0	Coin
Channel 6	0	Coin
- CURRENCY CONNECTOR 2:** A table with 6 inputs. Each input has a 'VALUE' field and a 'TYPE' dropdown menu.

INPUT CHANNEL	VALUE	TYPE
Input 1	5	Bill
Input 2	0	Coin
Input 3	0	Coin
Input 4	0	Coin
Input 5	0	Coin
Input 6	0	Coin
- BILL/CARD CONNECTOR:** A table with 2 connectors. Each connector has a 'VALUE' field and a 'TYPE' dropdown menu.

INPUT CHANNEL	VALUE	TYPE
Bill	5	Bill
Card	1	Card

Defaults:

Loads the default currency settings for the selected region from the drop-down menu. This will clear all user-defined settings. Please proceed with caution.

Meter divider:

Select a factor from the drop-down menu to scale the counts on a mechanical counter.

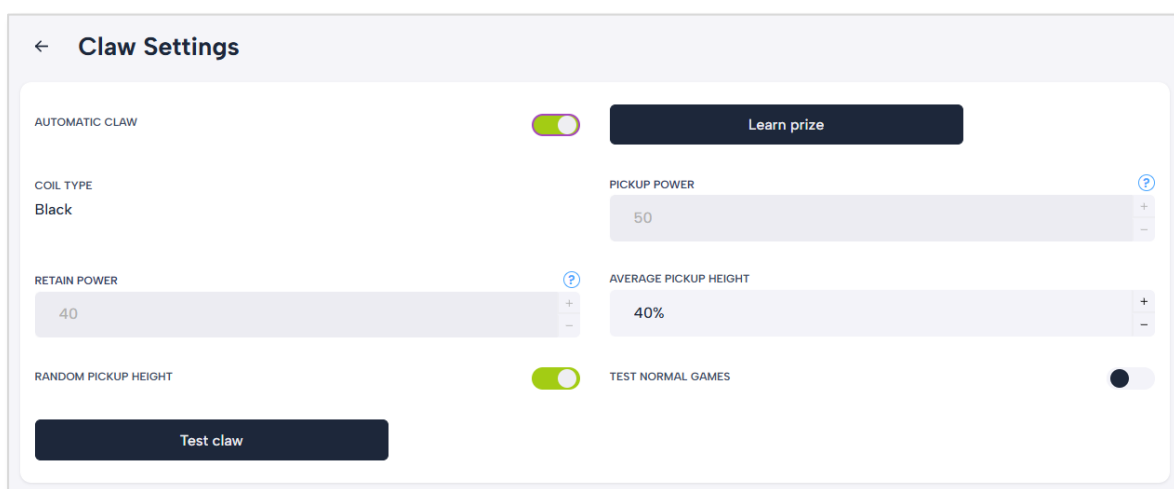
Currencies:

Select the desired currency.

Type:

Select a name from the drop-down menu to associate with the deposit.

CLAW SETTINGS



Automatic Claw:

Select whether the pickup power and retain power are set manually or automatically.

Coil Type:

Automatically recognized by the system after restarting the game.

If the coil has been changed, the Learn Prize procedure must be activated again.

Learn Prize:

Start the learning procedure for the claw settings when Automatic Claw is enabled (see Basic Settings for more information).

Pickup Power:

Power level used to pick up the plush prize. Adjustable from 1 to 100 in manual mode, or automatically controlled when Automatic Claw is enabled.

Retain Power:

Power level used to hold and release the plush prize. Adjustable from 1 to 100 in manual mode, or automatically controlled when Automatic Claw is enabled.

Note: Pickup power MUST always be higher than retain power

Average Pickup height (%):

Defines how high the prize is lifted at pickup power before switching to retain power. This setting determines how high the prize is held before being dropped.

0% = the prize is not picked up

100% = the prize is released at the claw's highest position

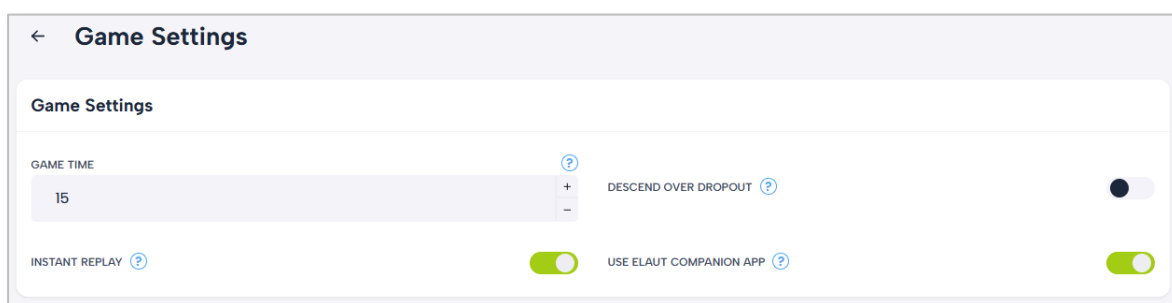
Random pickup height:

Select whether the release height varies randomly between 0% and the average pickup height, or remains fixed according to the set pickup height.

Test normal games:

Allows you to play several free games to fine-tune and test the claw settings.

GAME SETTINGS



Game time:

Maximum game duration in seconds. Once the set time has elapsed, the claw will automatically descend.

Selectable from 10 (min) to 120 (max) seconds.

Descend over dropout:

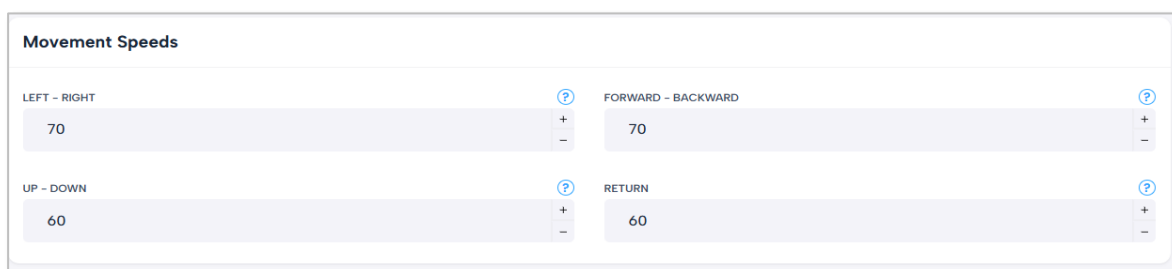
Enable or disable the claw descending over the dropout area before releasing the prize.

Instant replay:

Allows the player to immediately start a new game after the claw has fully descended. Only available when more than one credit is available.

Use ELAUT Companion App:

Allows players to track their games online in the ELAUT Companion App.



Left – Right:

Sets the speed of the sideways motion of the gantry.

Up – Down:

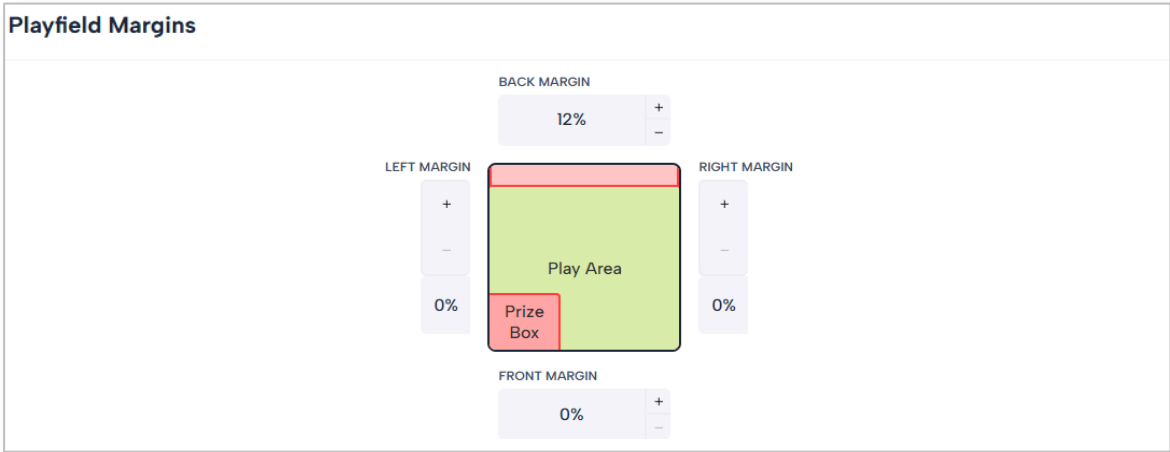
Sets the ascend and descend speed of the claw.

Forward – Backward:

Sets the speed of the forward and backward motion of the gantry.

Return:

Sets the return speed. A higher return speed will have a higher chance to drop the prize while returning.

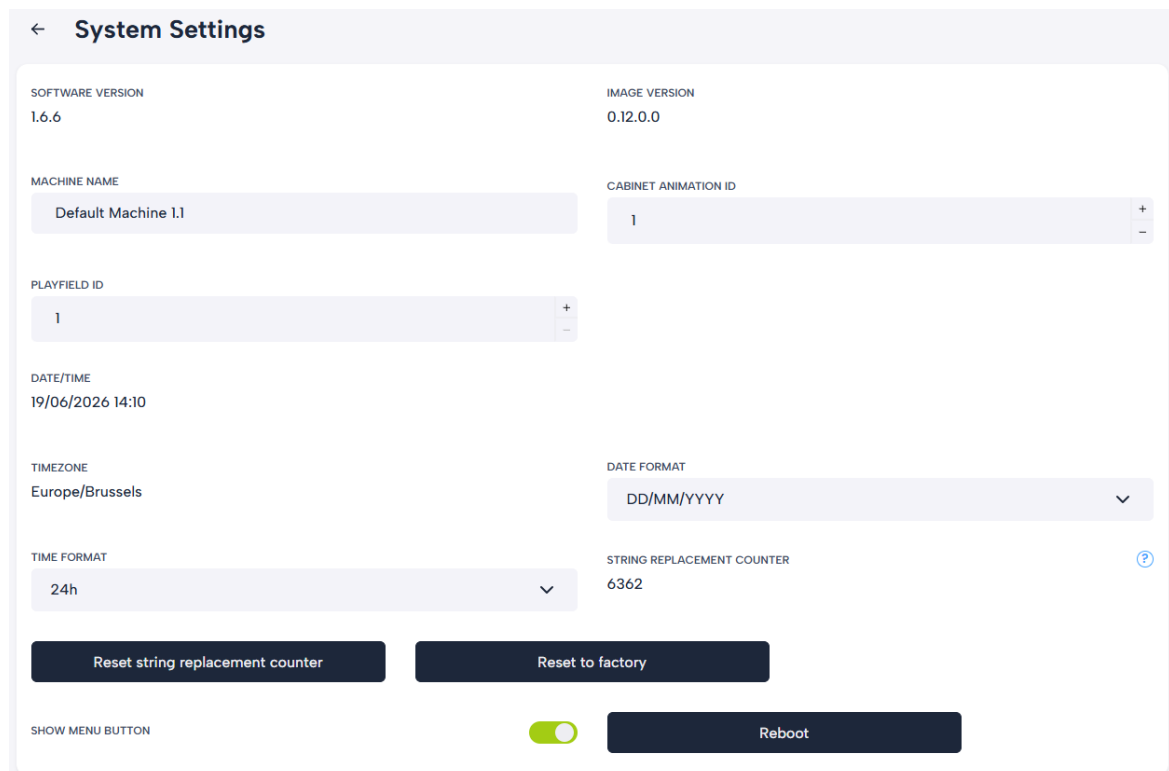


Use the + and - controls to define the play area.

Green indicates that the claw can grab a toy in that area.

Red indicates that the area cannot be reached or that the claw cannot be lowered there.

SYSTEM SETTINGS



Software version:

Indication of the current software version. (Needed for further support by ELAUT)

Image version:

Indication of the current image (Needed for further support by ELAUT)

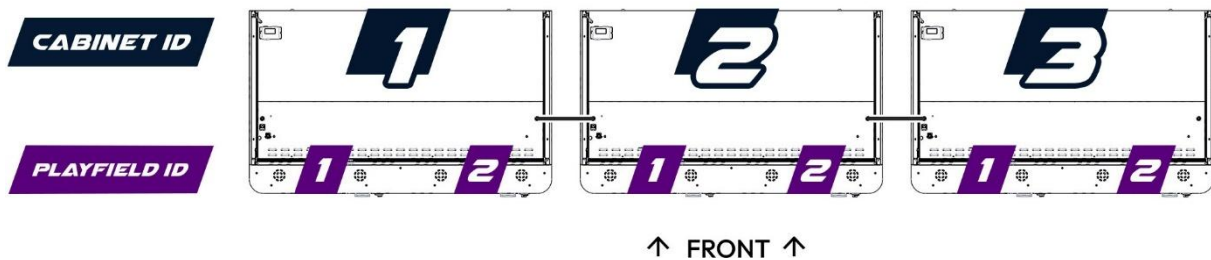
Machine Name:

Enter a custom name for the selected playfield (editable).

Cabinet ID:

This field is essential for synchronising the RGB lighting animations and the videos on the header LED display. When multiple cabinets are lined up, assign the cabinet IDs in order, starting from 1 and continuing from left to right.

For example, in the setup shown below, the cabinet ID for each playfield will be:

**Playfield ID:**

Use this setting to ensure that requests made in the settings menu are applied to the correct playfield. For an E-Claw 2.0 2-PL, set the left playfield to 1 and the right playfield to 2 (see example in the image above).

Date/Time:

Set by the system

Date Format:

Change the date format using the drop-down menu.

Time Format:

Change the time format using the drop-down menu.

String replacement counter:

Number of times the gantry has dropped. This can be used as an indication to replace the wire.

Reset string replacement counter:

Resets the counter to 0 when a new string is installed.

Reset to factory:

Wipe all the settings of your machine, including counters and users.

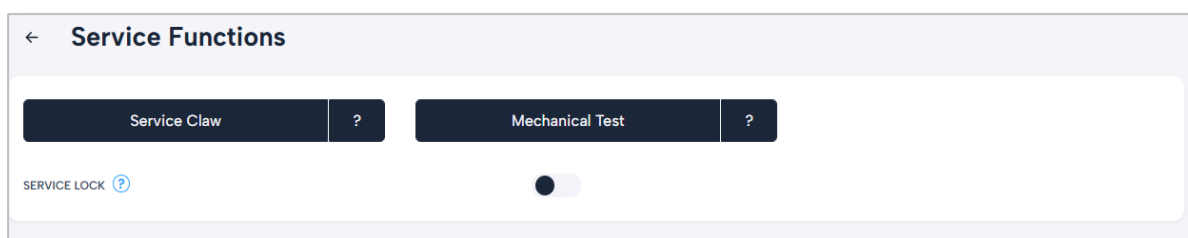
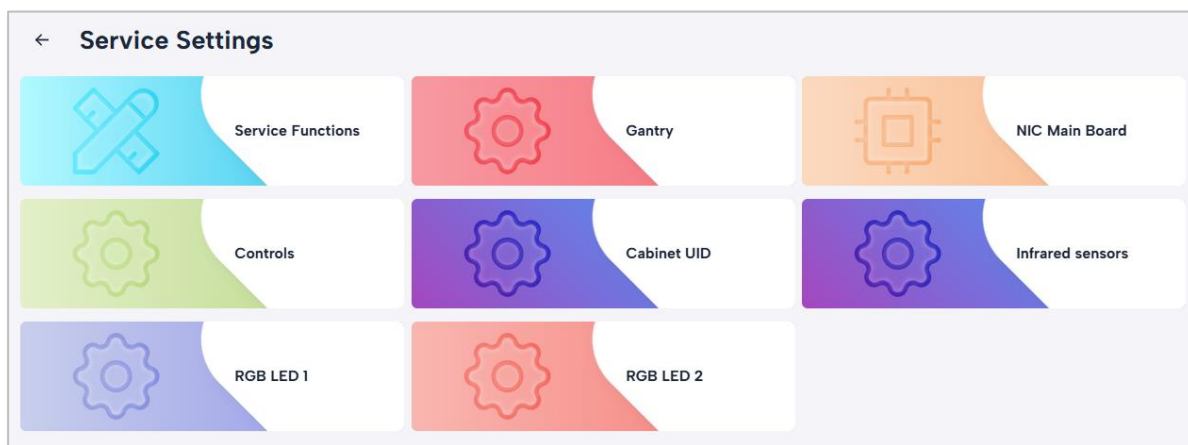
Show menu button:

Show menu button on the display of the button deck. If you disable this you can access the menu by clicking the switch on the right side of the drawer.

Reboot:

If you select this, you will restart the display on the button deck after 10 seconds.

SERVICE SETTINGS



Service Lock:

Enable or disable the service lock. When enabled, the machine will not accept any changes in the machine settings.

Service claw:

Service the claw by moving it to an accessible position for maintenance.

Mechanical Test:

Run a mechanical test to check the gantry and claw movements.

STOCK & PRIZE

You can find this information in the **E-CLAUT WebApp** only.

The screenshot displays the configuration interface for a playfield. It is divided into three main sections: Prize, Manual stock, and Warning levels.

- Prize:** Shows a selected prize named "Stitch - ultra soft" with a description "High quality soft Stitch toy with surf board." and a "View prize" link. Below the description are two buttons: "ARTICLE ART-12346" and "CLAW M / D". A "Change Prize" button is located in the top right corner.
- Manual stock:** Contains an informational box titled "How this works" explaining that stock is tracked by prize count and decreases as players win. Below this is a "Current stock" section showing a count of 5, with a "LOW STOCK" warning. A "Reset to start" button is present, with a note: "After refilling, sets count to 12."
- Warning levels:** Features two input fields: "START STOCK" (set to 12) and "MINIMUM STOCK" (set to 5). Each field has plus and minus buttons for adjustment. A "Save" button is located at the bottom right.

Prize

Select the prize you are displaying on the playfield from the preset catalogue.

Manual Stock

Add the start stock and minimum stock you want to have on the playfield. You will be notified when stock drops under your minimum stock level.

HISTORY

LOGS

The screenshot shows a mobile application interface for viewing logs. At the top, there is a red header with a back arrow, the title "History", and the machine identifier "Machine - Hall 3 - Left 89" followed by a green "ACTIVE" status tag. Below the header is a white card containing the logs. The "Logs" section has a "Log Level" dropdown menu set to "3". A dropdown menu is open, showing "LOG LEVEL" with a "Clear" link and three checked options: "Info", "Warning", and "Error". The log entries are as follows:

Level	Time	User	Message
ERROR	06/05/2026 07:46	System	Gantry Motor XY board Communication error (100.360)
WARN	06/05/2026 07:40	System	Unknown error
INFO	06/05/2026 07:38	Joe	Cleared the machine errors
PAYMENT	06/05/2026 07:37	System	Player bought 10 credits for 5€ with card
ERROR	06/05/2026 06:54	System	Gantry Motor XY board Communication error (100.360)
INFO	06/05/2026 06:42	Joe	Cleared the machine errors
PAYMENT	06/05/2026 06:19	System	Player bought 10 credits for 5€ with card
DEBUG	06/05/2026 06:10	System	Machine is idle
PAYMENT	06/05/2026 06:02	System	Paid out 50 tickets

Below the logs is an "Actions" section.

Log Level:

Select the desired level from the drop-down menu.

Click **Outside of the dropdown** to confirm your selection.

Click **Clear** to remove the filter.

If no level is selected, the log will display all levels.

CLEANING AND MAINTENANCE



- **Switch off the power supply before commencing maintenance work.**
- **Disassembling the machine can prove hazardous and will void the warranty.**

Always use a dry or humid cloth for cleaning. Never use water or wet material to electronic parts. This might cause damage to parts or ingress of water may cause malfunction or dangerous situations.

!! Important to all acryl parts (PMMA) , plastic parts (side profiles), Lexan parts (playfield covers) !!

To prevent surface damage, do NOT clean it with alcohol, thinner, glass water, or any other corrosive solvent.

Best cleaning method: a soft cloth damped with clean water.

If more intensive exterior cleaning is required, we recommend using the following product: White Spirit (Mineral Spirits).

TROUBLESHOOTING

ERROR CODE STRUCTURE

Errors are shown in the format (error code).(event data), for example 100.260. The error code identifies the type of error, while the event data indicates the related PCB, wire, component, or other affected part.

LIST OF ERROR CODES

Code	Meaning	Recommended Action
1	Serial Port Not Found	Check all internal USB/serial cables are firmly seated. Restart the machine. Contact a service technician if the problem persists.
4	No Game Bus Devices Found	No hardware devices were detected on the internal game bus at startup. This can be caused by a damaged wiring generating a short circuit or by a damaged board. Please check all wirings and boards. If the problem persists: <ul style="list-style-type: none">• reboot the system• run the hardwarecheck in the game shell• disconnect as much boards as possible and connect them 1 by 1 again to detect the problem
5	Mainboard Setup Error	The main control board failed to initialize correctly. Restart the machine. If the error recurs, contact a service technician.
11	UID Missing	The UID board in the cabinet is missing. This is a small board build into the metal frame of the cabinet and always connected to the first playfield. If another playfield than playfield 1 shows this error there might be a problem with the connection link between 2 playfields
12	Playfield Not Registered	The controller could not be registered in the eClaut. Please check the network connections in the network menu and try again
20	Image Version Error	The current installed software is not compatible with the operating system. Please contact support for a software update
40	Network Conflict	Check the network configuration. Ensure each machine has a unique IP address. The warning clears automatically once resolved.
49	Power Failure	Check the power supply and cable connections. Inspect for signs of electrical issues.
50	NvRam Corrupt	This usually occurs after a software update and indicates the memory will be reset and defaults will be loaded. It is important to verify and correct all settings. It will also be required to learn the prize again
51	NvRam Cleared	This indicates the memory has successfully been cleared
52 – 54	NvRam Errors	There is a problem with the onboard memory. Contact a service technician for further assistance.
81	General Failure	There is a problem with a board that cannot be defined. To solve this problem, try the same method as described in Error 4.

100-106	PCB Communication Error	Each communication error will show the error code, followed by the board indicator. When contacting support it is important to mention the complete error code. Check if the wiring to the board is ok and if the board has a heartbeat blinking led and / or communication leds blinking. Try to restart the machine to maybe trigger a firmware update or replace the board if the board is not functioning.
107	Device UID Error	The UID board does not respond correctly. Try to reboot the entire machine or contact a service technician.
109	UID Warning	This is the same error as error 11 but will only be shown as a warning. You can continue playing the game but might get issues when trying to connect the machine to the eClaut.
120 - 130	Firmware Error	Something went wrong during the installation of the firmware. Restart the machine and allow the machine to retry the update. If that does not help, try to update the machine to the latest software. Contact support if the board remains unresponsive.
250	Battery Failure	The battery needs to be replaced
251	Battery Warning	The battery has a low power level but is still functioning. Try to replace the battery as soon as possible.
252	Little Brother Firmware Error	There is an error in one of the chips on the mainboard. Try to update to the latest software.
300	Motor Stalled	Check for physical obstructions blocking movement. Inspect the motor and drive belt/chain.
301 - 311	Motor Error	Something is wrong with the motor or the motor board. Check for any obstructions or damaged wirings.
400	Dispenser Error	Check the dispenser for jammed tickets / cards. Reload if empty.
401	Dispenser Timeout	The dispenser is empty. Please reload the dispenser and start again.
402	Dispenser Sensor Error	Inspect the dispenser for obstructions around the sensor.
403	Dispenser Count Overflow	The dispenser has dispensed more items than requested. Inspect the dispenser and check if any springs or mechanism can be tightend
404	Dispenser Wrong Pulse Width	The dispensed item is shorter or longer than expected. Please insert the correct items and start the dispenser again.
500	Counter Not Connected	Check the counter wiring and connection. One of the mechanical counters is not properly connected to the machine.
501	Counter Overcurrent	One of the mechanical counters is blocking mechanically and requires more current than normal to operate. The counter or its wiring may need to be replaced.
502	Counter Voltage Error	Contact a service technician to inspect the power supply.
503	Counter Reset Remaining	The counter needs to count more than 5000 pulses and will be reset.
600	Door Opened	This is a warning that shows the drawer is opened. This warning clears automatically when the drawer is closed.
601	Door Closed	The drawer was open and has just been closed.
700	Bill Acceptor Error	Check the bill acceptor for jammed notes or foreign objects. Clean the feed path.
800	Prize Box Sensor Blocked	Something is blocking the prize sensor. Check the prize chute and delivery area for a stuck prize or foreign object. Clear the obstruction. This error clears automatically.
801	Prize Box Tampered	Something is wrong with the hardware of the prize box. Please check or replace the prize box sensors
900	Custom Animation Content Mismatch	Check that all playfields have the same custom animation files loaded. Synchronize content if necessary. Clears automatically once resolved.

901	Fixed Animation Content Mismatch	This indicates there is a difference in the basic animations between different playfields or machines. Please check if all connected machines have the same software release and update if necessary.
1200	Claw Load Cell Error	There is a problem with the weight cell of the claw. Check if nothing obstructs the bottom part of the gantry and that the weight cell is not blocked somewhere.
1201	Claw Lock Error	The claw cannot be locked in the upward position. Please check if the brake system is still functioning. Replace the motor or brake system to solve this issue.
1202	Claw Not Attached	Check that the claw is attached and the coil is functioning. It could be that the coil is damaged and might need to be replaced.
1203	Claw Idle Weight Not Stable	The crane is not positioned in a stable position and the claw cannot detect a constant weight. Check the stability of the cabinet or check if the weight sensor is not damaged or blocked.
1204	Claw Coil Not Recognized	The attached claw is not recognized as a valid claw. There might be a problem with the coil. Please check or replace the coil.
1205	Claw Weight Cell Not Stable	See 1203
1206	Claw Minimum Force Too High	Contact a service technician to calibrate or inspect the claw force settings.
2000	IR Slave Not Connected	Check the prize box sensor wiring and connectors. The prize detection main unit cannot connect to the subunit. Possible cause is a damaged wiring.
3001	No Prize Learned	There is no prize learned. Learn a prize and set its correct buy and sell price in the menu
3002	Unexpected Prize	There have been more prize detection than allowed during a single game. This is not normal during game play and is triggered as an error
3003	Award Table Incomplete	The payout table does not match the learned prize. Please update the award table in the menu
3010	Award Mismatch Error	More awards have been won than normal. This error is shown after 2 warnings that something is wrong with the learned award or with the buy and sell settings in the menu. Please check all correct settings and try to learn the prize again
3011	Award Warning 1+	
3012	Award Warning 2+	
3020	Award Mismatch Error	There are not enough awards compared to the amount of games people have played on the machine. This error shows after 2 warnings. There is probably something wrong with the learned prize. Learn the prize again or correct the settings to solve this problem
3021	Award Warning 1-	
3022	Award Warning 2-	

TIPS ON RESOLVING ERRORS

Errors are often due too loose or wrongly connected wires, broken connectors...

This will often show as a communication or motor error. To troubleshoot, identify the PCB involved (see event data & base address in the previous section) and check or replace the relevant cable.

Issue	Possible Solutions
Sensor blocked	Make sure the connector "SERIAL + IO" is plugged in properly. Replace the prize box infrared detection itself, or its cable.
Counters not connected	Make sure the connector "COUNTERS" is plugged in properly. Replace the mechanical counters.
No screen	Make sure the HDMI cable is properly plugged in the top connector labelled "HDMI OUT". Replace the display or the HDMI-cable.
No LED lights	Make sure all LED strips are connected on the NIC_POWER_DISTRIBUTION PCB. Replace the LED strip.
No Sound	Make sure the connector "SPEAKER" is plugged in properly. Replace the speaker.
No joystick input	Make sure the cable connecting the joystick and NIC_CONTROLS are plugged in properly.
No button input	Make sure the cable connecting the button and NIC_CONTROLS are plugged in properly.
Claw not attached	Make sure the coiled cable from the claw is plugged in the gantry.
Error 100: Communication Error	Check which PCB the error is about and check if the PCB is powered, has flashing lights, and if not make sure cables are connected.

BILL OF MATERIAL

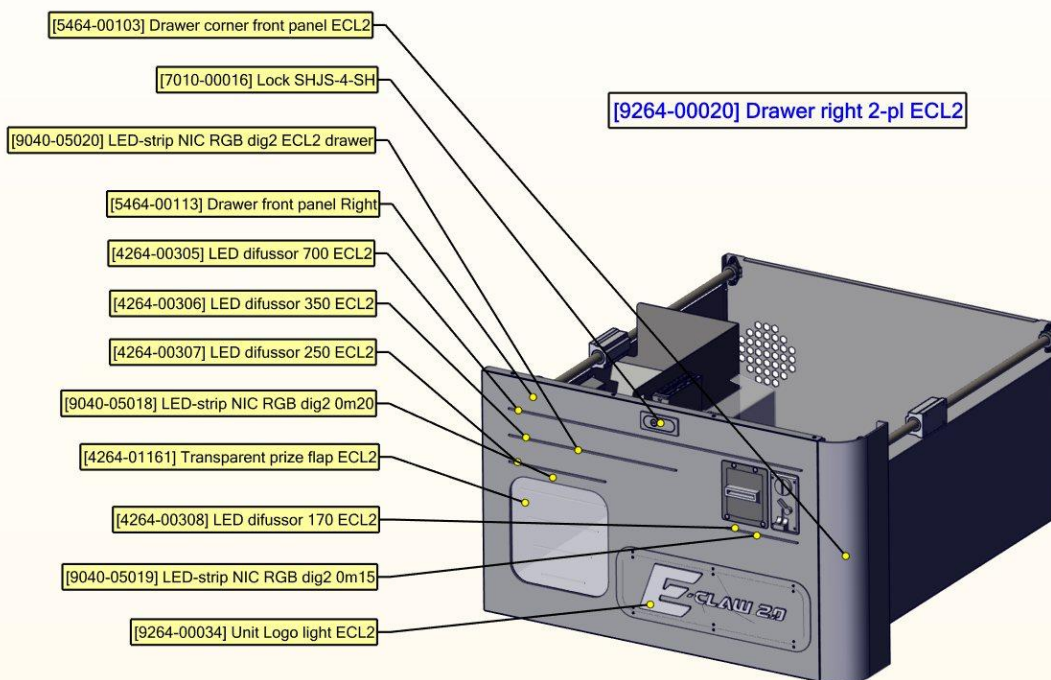
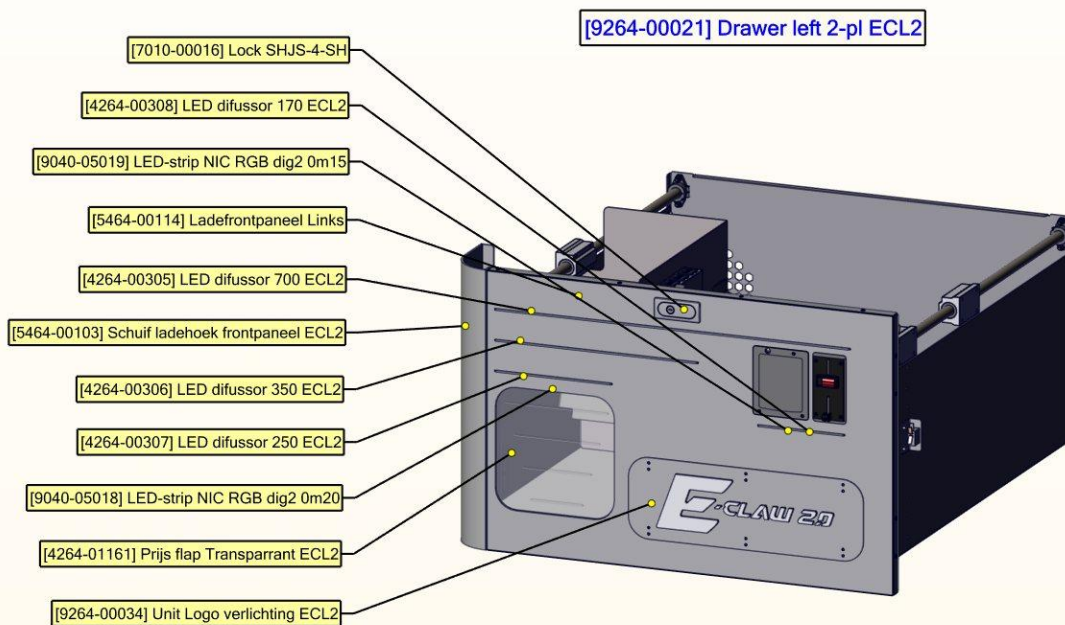
Type	System
Part Number	9980-08032
Manufacturer	Elaut
Description	Basic E-Claw 2.0 900 2-sp
Internal Part Number	9980-08032
Revision	R02-0

IPN	#	Subunit	Description
1090-06034-DEV	1	Cab	Amplifier 100W Mono
9002-03471-DEV	1	Cab	PCB NIC-E Bass
9015-00977	2	Cab	Cable speaker 6m00
9015-01447	2	Cab	Wiring ITX cabinet gantry track 900
9015-02276	1	Cab	Cable netw 2x8 shield 5m Blue
9015-02424	1	Cab	Cable HDMI A-M A-M 5m
9015-02549	2	Cab	wiring NIC RGB dig ext 3.5m
9015-02560	1	Cab	Cable netw 2x8 shield 7m50
9015-02596	2	Cab	Cables bus HP twisted 2.5m EXT
9015-02599	1	Cab	Cable bus HP twisted 2.5m
9015-02600	2	Cab	Cable bus HP twisted 5m
9015-02621	2	Cab	Cable USB2.0 A-M A-F 5m00
9015-02623	1	Cab	Wiring NIC link-bus 4m50
9015-02639	1	Cab	Cable bus HP PWR only 0m15
1576-00310	2	Contr	Monitor touch ECL2
2150-00018	2	Contr	joystick ITX
2150-00021	2	Contr	Pushbutton Halo 45mm
9003-03181	2	Contr	PCB NIC controls
9015-02448	2	Contr	Cable HDMI A m - A M 90° 2m
9015-02566	2	Contr	Cable bus HP twisted 1m60
9015-02618	1	Contr	Wiring controls joystick pb pwr NIC
9015-02635	2	Contr	Cable USB AM - 4p con 1m
9015-02638	1	Contr	Wiring controls 2x pb pwr NIC
2145-00002	2	Drawer	Switch pull/push
9015-01121	2	Drawer	Wiring ITX power bus 0m25
9015-02023	1	Drawer	Cable audio jack 3.5 M-M 2m00
9015-02572	2	Drawer	Wiring doorsw NIC
9015-02583	2	Drawer	Cable drukknop uFit
9015-02622	1	Drawer	Wiring NIC link-bus stub
9015-02628	2	Drawer	Wiring bus HP to LP 0m80
9015-02637	1	Drawer	Cable audio jack 3.5 M-M 3m00
9040-05014	2	Drawer	Led-strip NIC RGB dig2 0m40
9040-05018	2	Drawer	Led-strip NIC RGB dig2 0m20
9040-05019	2	Drawer	Led-strip NIC RGB dig2 0m15
9040-05020	2	Drawer	Led-strip NIC RGB dig2 EC2 drawer
9060-02848	2	Drawer	IR detection NIC long

9090-00075	2	Drawer	Led-strip NIC RGB dig2 EC2 logo
9236-00605	2	Drawer	Unit NIC-E 5 controller
9003-03461	1	Frame	Unit NIC uID P&T
2020-02027-DEV	2	Gantry	Camera mini UVC w lens
2420-00036	2	Gantry	Motor 24VDC 36mm met rem + enc
3500-06135	4	Gantry	Motor g30.1 24VDC geboord
9003-03151	2	Gantry	PCB NIC dual motor
9003-03161	2	Gantry	PCB NIC Grab
9015-01102	2	Gantry	Cable ITX gantry Z Standard
9015-01106	4	Gantry	Wiring ITX motor g30 y 6p
9015-01107	2	Gantry	Wiring ITX gantry supply in
9015-01450	2	Gantry	Cable motor PG36 +enc +brake
9015-02586	2	Gantry	Wiring load cell 10 kg
1151-04100	1	Head	NTC 10R 3A
1740-00009	2	Head	Conn network entry
1940-04005	1	Head	Netfilter 6A faston
2000-10001	1	Head	Net outlet IEC
2120-01003	1	Head	Screwless connection clamp 3p
2120-01013	1	Head	Screwless connection block wh E 3p
2140-00106	1	Head	Switch 2p arrow 16A-250V
9002-03291	1	Head	PCB NIC Power Splitter
9003-03201	4	Head	PCB NIC Power distribution
9015-00708	5	Head	Wiring 1x0.75 1x faston brown 0m25
9015-00710	5	Head	Wiring 1x0.75 1x faston blue 0m25
9015-00753	1	Head	Wiring 1x0.75mm ² earth 0m40
9015-00882	2	Head	Wiring 1x0.75 earth 1x faston 0m25
9015-00892	1	Head	Wiring earth 0.75mm ² ext 0m25
9015-00893	1	Head	Wiring earth 0.75mm ² ext 0m45
9015-00895	1	Head	Wiring earth 0.75mm ² ext 1m00
9015-00954	2	Head	Counter 12VDC 6 digits
9015-01235	1	Head	Cable device mains
9015-01459	2	Head	Wiring wh LED spl 2way NIC 0m60
9015-02547	2	Head	Wiring NIC RGB dig ext 0m80
9015-02579	2	Head	Wiring minifit 8p M-M
9015-02580	1	Head	Wiring blk/or 2,5 160mm
9015-02592	2	Head	Cable netw angled 1m
9015-02633	1	Head	Wiring power to 5d5 jack NIC 0m50
9030-00452	1	Head	Switch 5p netw.
9040-07119	2	Head	LED-profiel dayl wh 1m60 w connector
9040-07135-DEV	2	Head	LED-profiel cool wh 1m60 w connector
9090-00147-DEV	1	Head	Unit Net entry no switch
9092-00148	1	Head	Power supply 500w 24V
9264-07154	1	Head	Unit box woofer 15cm
9090-00074	2	Marq	Unit speaker 100mm 8 Ohm +wiring
9040-05016	3	Marq/Cab	Led-strip NIC RGB dig2 1m90 0.6
9040-05017	1	Marq/Cab	Led-strip NIC RGB dig2 1m90 1.0

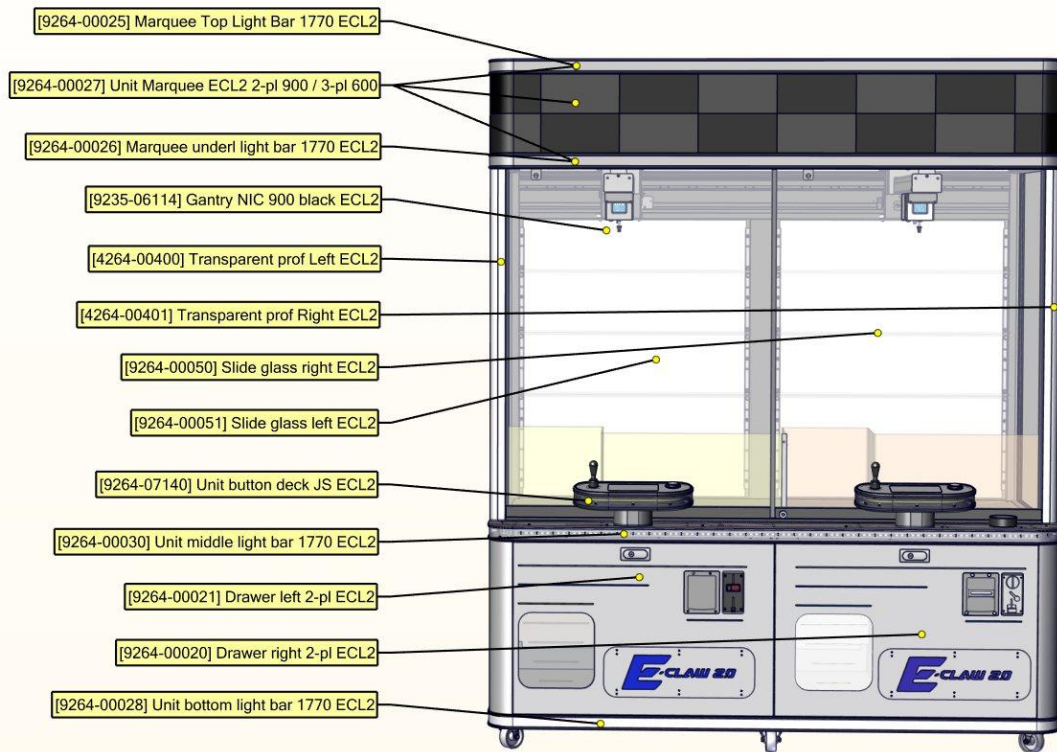
SPARE PARTS EXPLODED

DRAWER LEFT & RIGHT 2PL



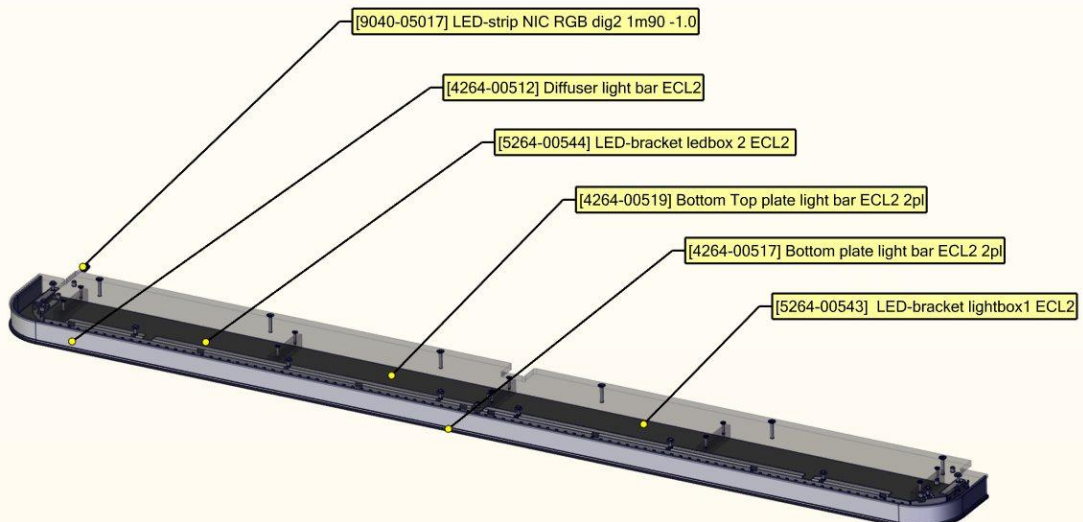
FRONT CABINET

[F008-00122] E-Claw 2.0 900 2-pl



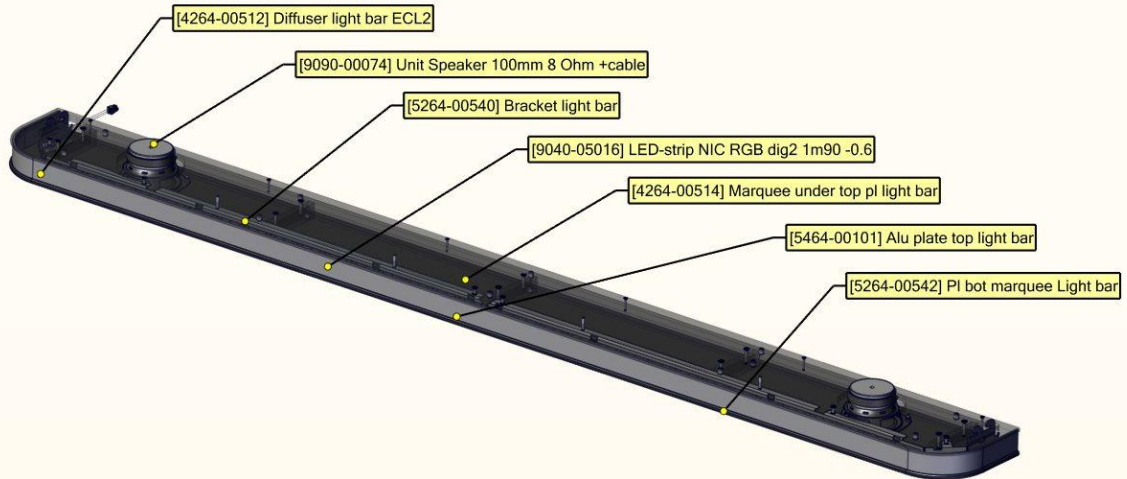
UNIT BOTTOM LIGHT BAR 1770

[9264-00028] Unit bottom light bar 1770 ECL2



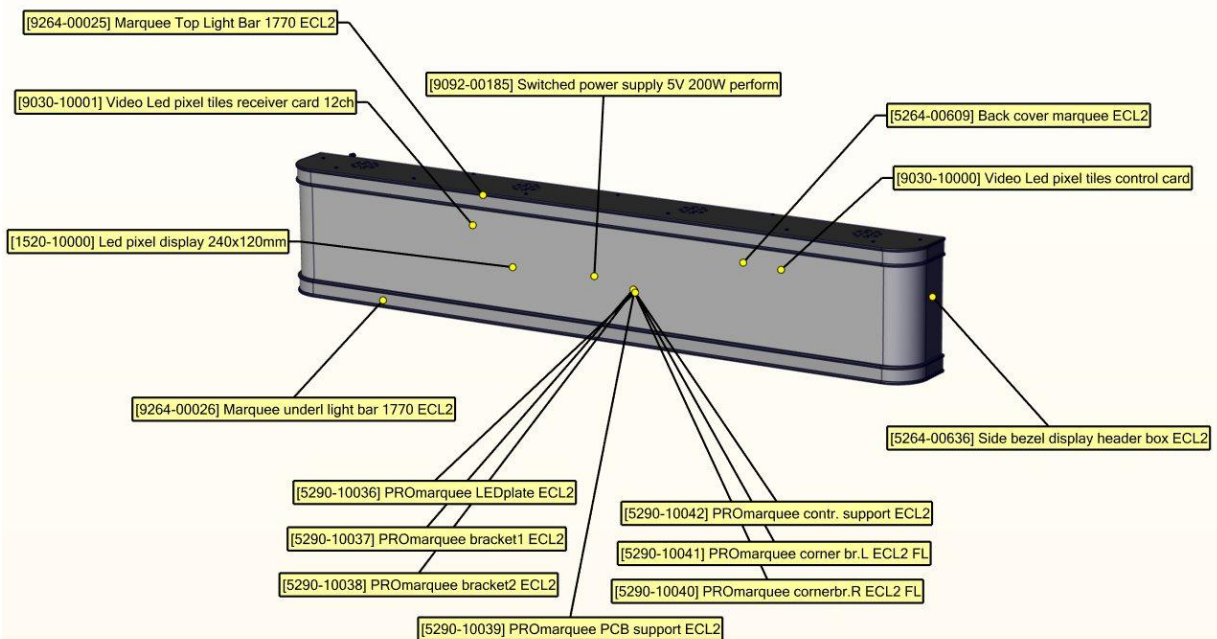
MARQUEE UNDER LIGHT BAR 1770

[9264-00026] Marquee under light bar 1770 ECL2



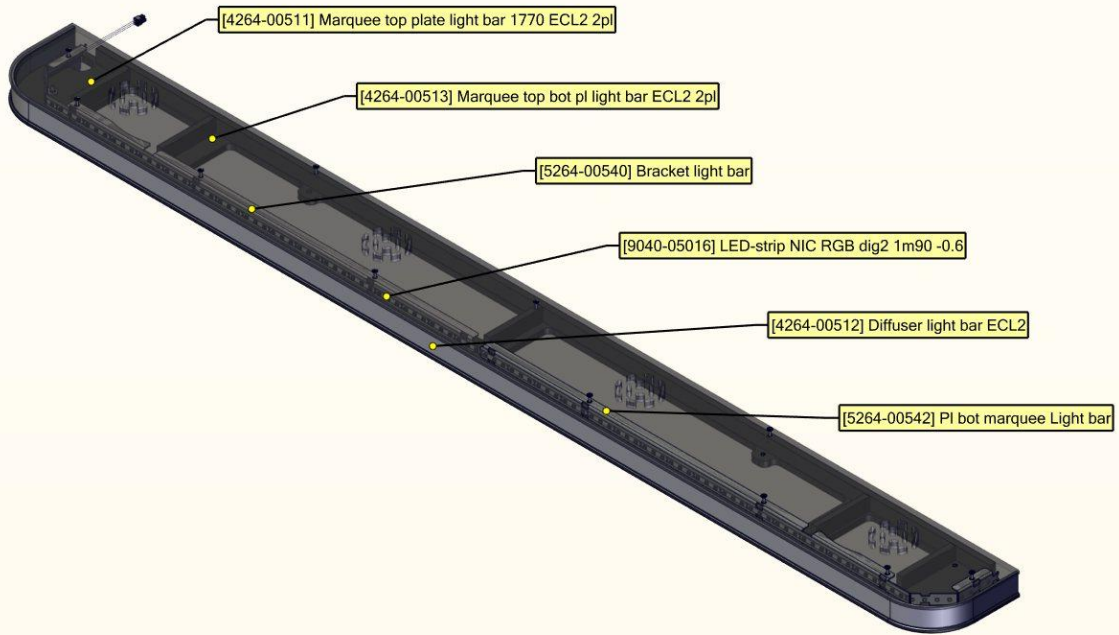
UNIT MARQUEE 2-SP 900/ 3-SP 600

[9264-00027] Unit Marquee ECL2 2-sp 900 / 3-sp 600



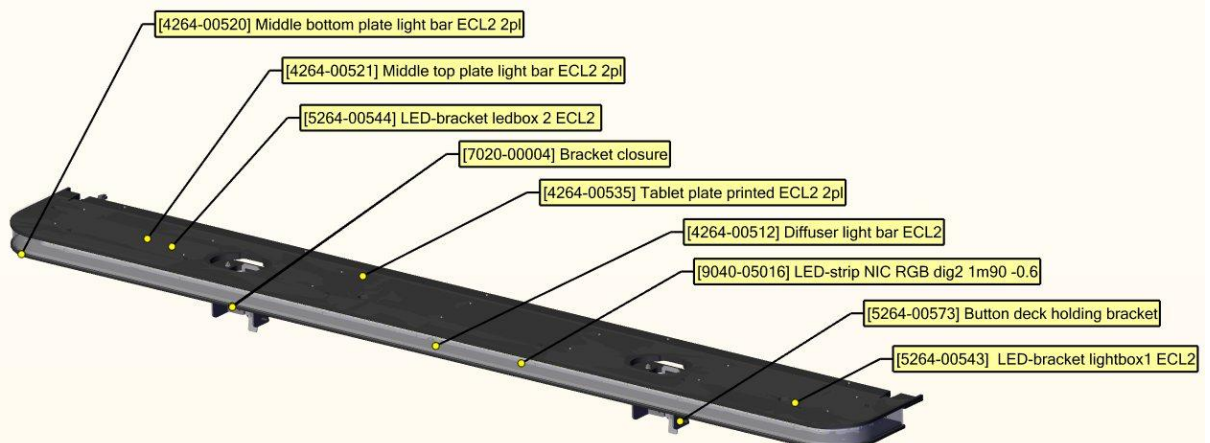
MARQUEE TOP LIGHT BAR 1770

[9264-00025] Marquee Top Light Bar 1770 ECL2



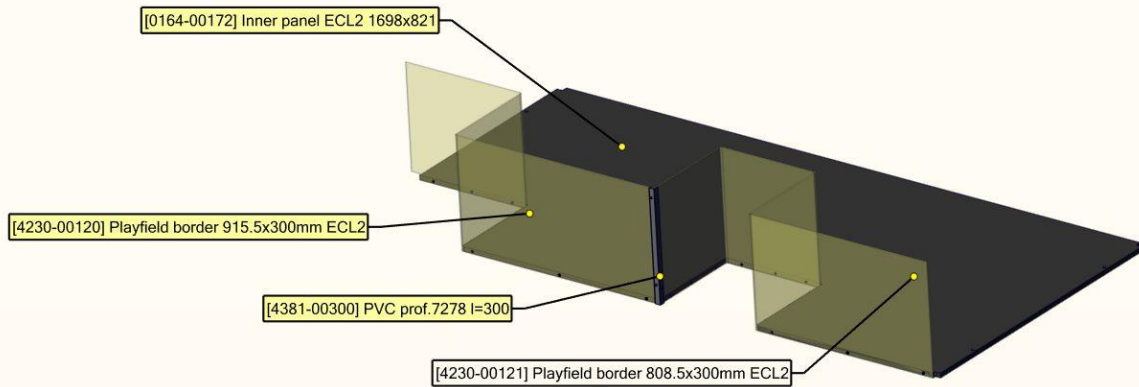
UNIT MIDDLE LIGHT BAR 1770

[9264-00030] Unit middle light bar 1770 ECL2



INNER PLATE 2-SP 900

[9223-01070] Inner plate ECL2 2sp 900



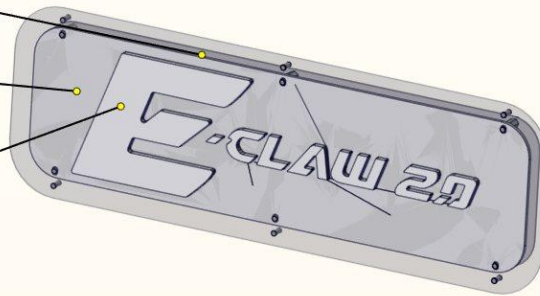
UNIT LOGO LIGHT

[9264-00034] Unit Logo light ECL2

[9015-02546] Wiring NIC RGB dig conn 0m60

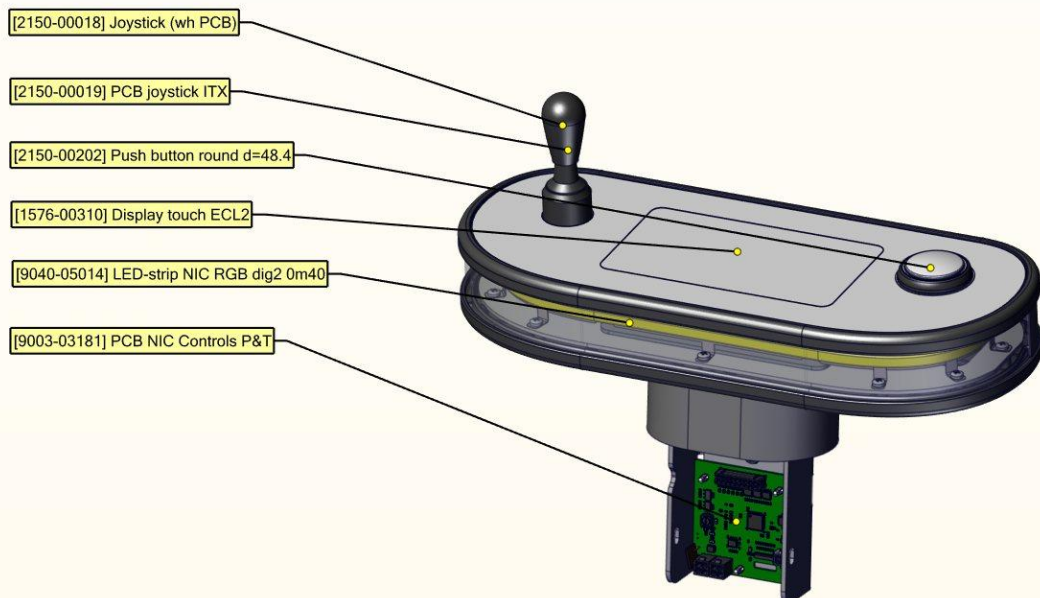
[5264-00606] Logo plate drawer ECL2

[4264-01155] Logo diffuser ECL2



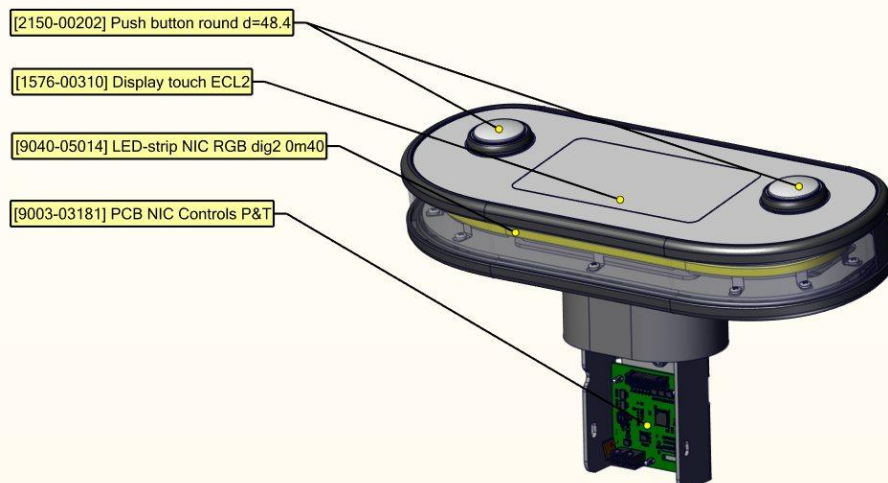
UNIT CONTROL CONSOLE JOYSTICK

[9264-07140] Unit bediening console JS ECL2

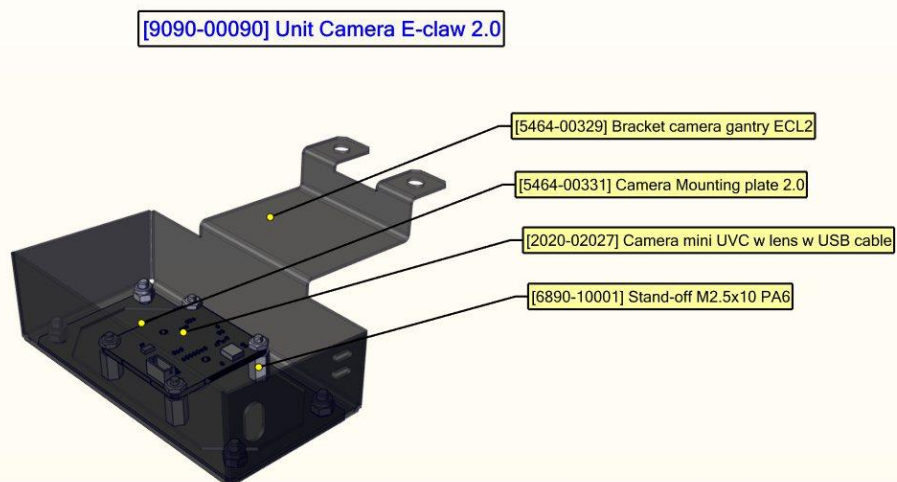


UNIT CONTROL CONSOLE PUSHBUTTON

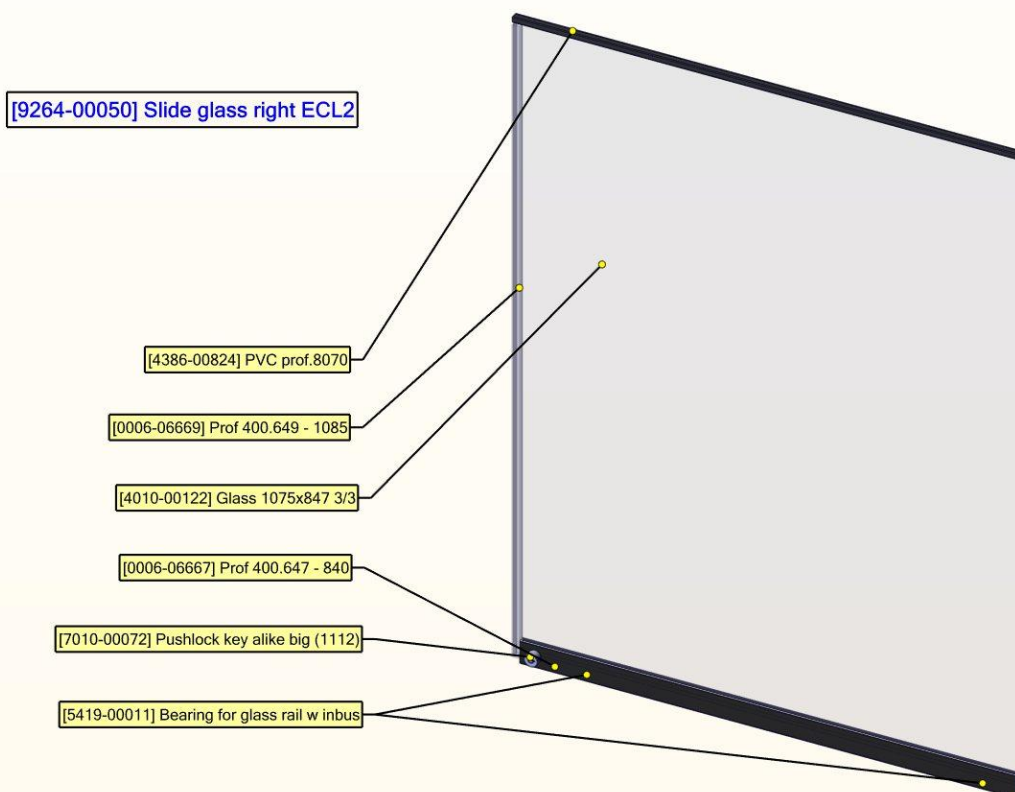
[9234-10001] Unit button deck 2pb ECL2



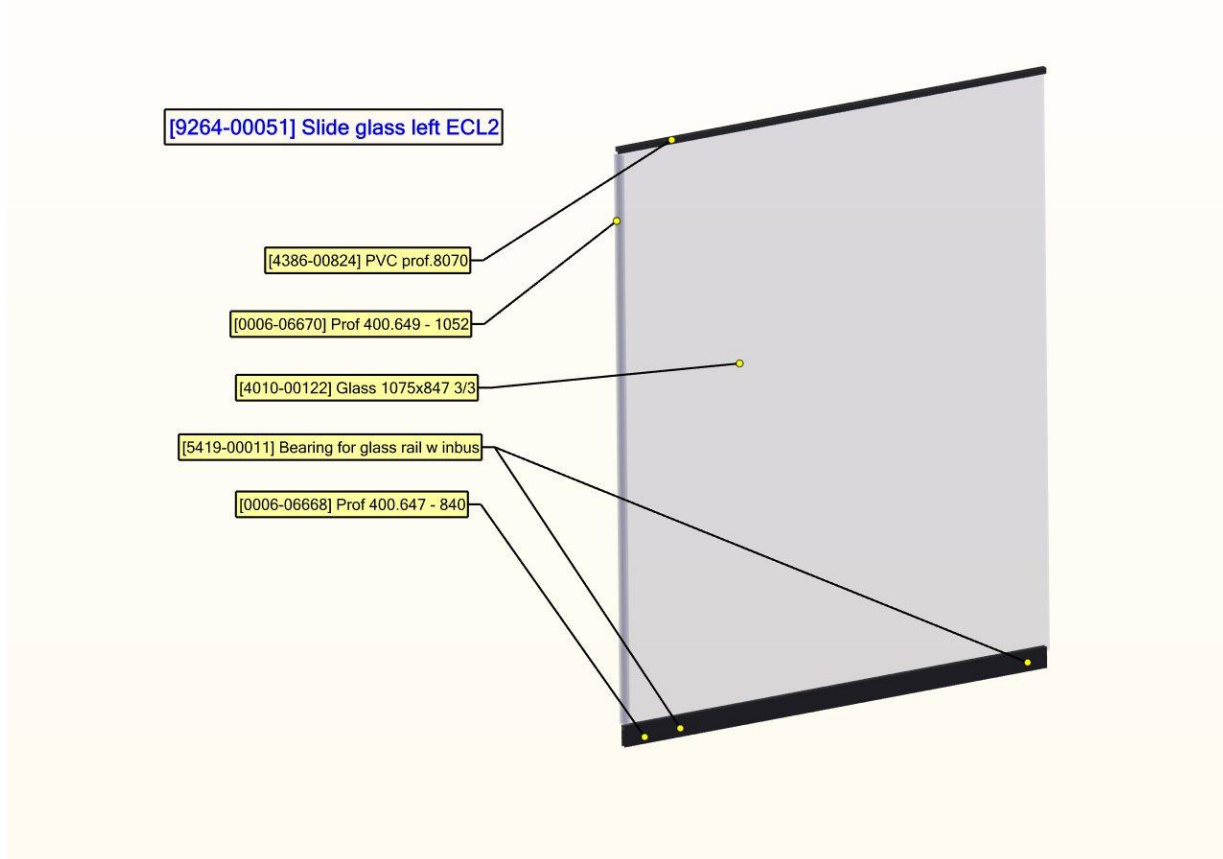
UNIT CAMERA



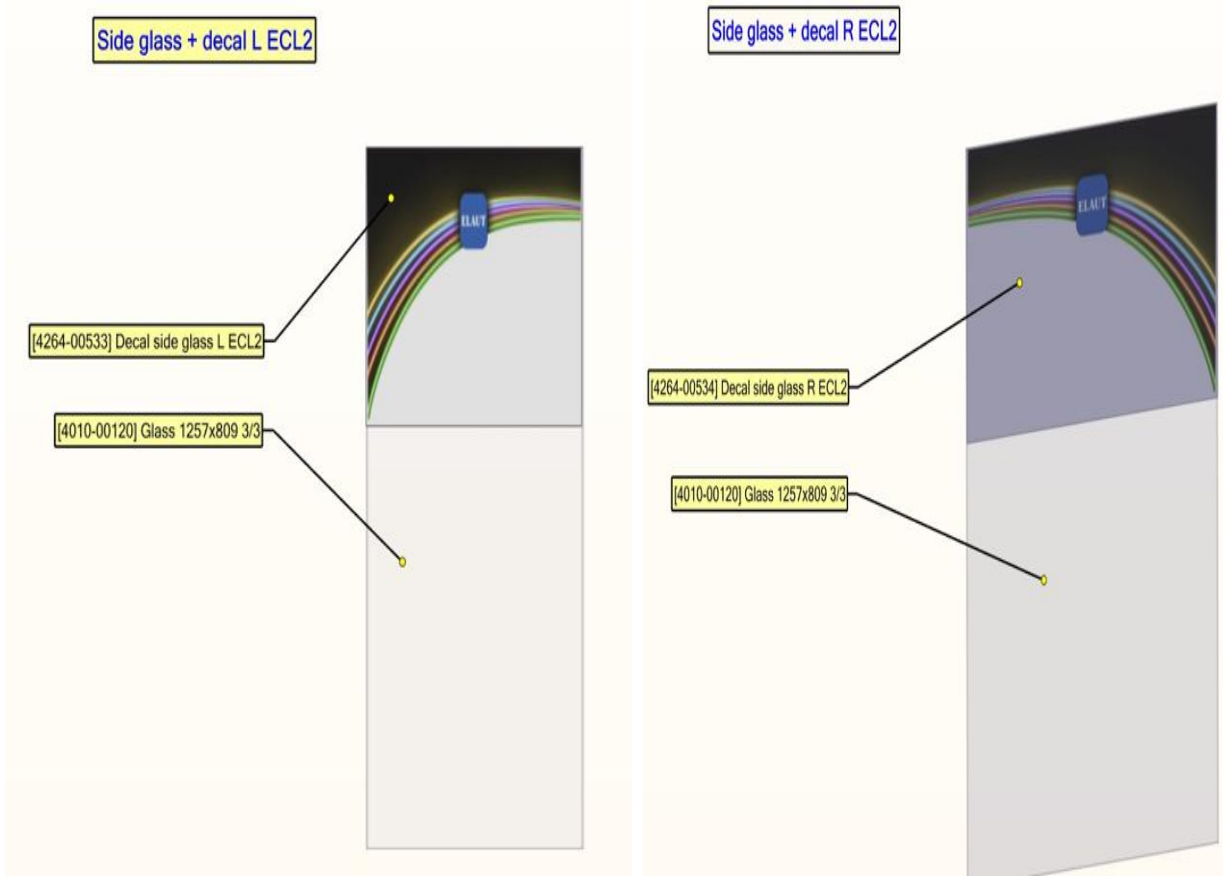
SLIDE GLASS RIGHT



SLIDE GLASS LEFT



LEFT OR RIGHT SIDE GLASS + DECAL ECL2



SCAN QR CODE



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