SUPER –V+

Pins for connectors.

Pins for a 72-contact connector

pin	Side A	Side B
	72-pin connector	
1		
2	SPEAKER L	
3	SPEAKER R	GND
4	HOLD1 SW	BILL ACCEPTOR
5	HOLD 2 SW	
6	HOLD 3 SW	
7	HOLD 4 SW	
8	HOLD 5 SW	
9	START SW	
10	BET ONE SW	
11	SELECT GAME SW	
12	AUTO START	
13		
14	MAXBET SW	SSR
15	INFO SW	
16	FRONT DOOR SW	
17	BACK DOOR SW	
18	Coin in (Pulse mode)	HOPER SW
19	RAM EREAS	
20	STATISTIC SW (short)	
21	COLLECT SW	
22		
23	BILLS COUNTER	SELECT GAME LAMP
24	DROP COUNTER	WBA LED
25	REMOTE COUNTER	UPPER LAMP BLUE
26	GAMES COUNTER	UPPER LAMP WHITE
27	HANDPAY COUNTER	WIN COUNTER
28	TOKEN COUNTER	BET COUNTER
29	HOLD 1 LAMP	BET ONE LAMP
30	HOLD 2 LAMP	MAXBET LAMP
31	HOLD 3 LAMP	COLLECT LAMP
32	HOLD 4 LAMP	
33	HOLD 5 LAMP	AUTO START LAMP
34	START LAMP	INFO LAMP
35		
36	GND	GND

For connecting the bill acceptor in the impulse regime it is necessary to apply a signal to 18A.

Pins for a 10-contact connector

pin	Side A	Side B
	10-pin connector	
1	GND	GND
2	GND	GND
3	+5v	+5v
4	+5v	+5v
5	+12v	+12v
6	+12v	+12v
7		
8		
9	GND	GND
10	GND	GND

Plug-in of a bill acceptor

General information

The bill acceptor is connected to the block by means of a special interface cable according to the following table.
RS232 is used for the protocol ID003.
TTL is used for protocol SSP.
It is connected to the connector X3.

pin	purpose
	COM Port
1	RXD (TTL)
2	RXD(RS232)
3	TXD(RS232)
4	TXD (TTL)
5	ground
6	NC
7	NC
8	NC
9	NC

Initialization:

(IMPORTANT: DO NOT ABRIDGE THE CROSSPIECE "ERASE" - THE PROGRAM WILL BE ERASED)

- while the board is switched on, ground the lead 19A.
- reset the board having abridged the crosspiece RESET
- initialize the memory by any button

- disconnect the lead 19A from the ground
- reset the board, having abridged the crosspiece RESET, the message will appear on the screen on the red background
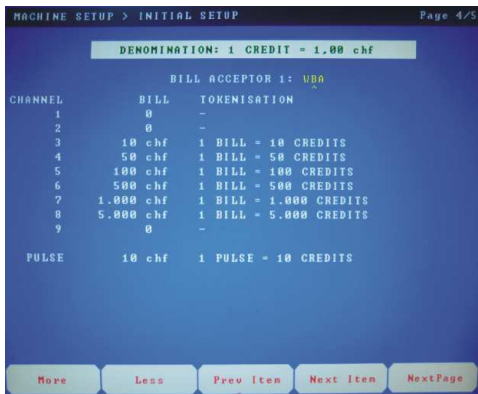

- turn the key, the configuration settings will be available after that.
- On the first page of the settings, currency type and denomination are adjusted.
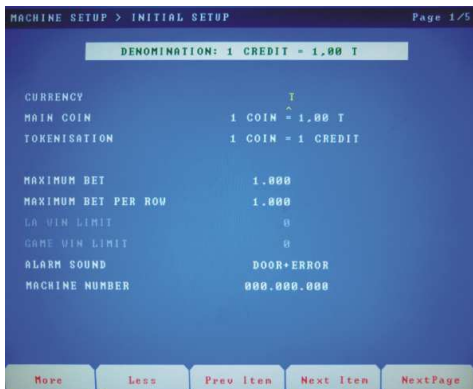
- On the fourth page – adjustments of the bill acceptor channels
- (in accordance with a sticker on the bill acceptor)
-

JACKPOT PROTOCOL   No jackpot

JACKPOT LEVEL 0   OFF
JACKPOT LEVEL 1   OFF
JACKPOT LEVEL 2   OFF
JACKPOT LEVEL 3   OFF
JACKPOT LEVEL 4   OFF
JACKPOT LEVEL 5   OFF
JACKPOT LEVEL 6   OFF
JACKPOT LEVEL 7   OFF

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DENOMINATION: 1 CREDIT = 1.00 chf

BILL ACCEPTOR 1: WBA

CHANNEL	BILL	TOKENISATION
1	0	-
2	0	-
3	10 chf	1 BILL = 10 CREDITS
4	50 chf	1 BILL = 50 CREDITS
5	100 chf	1 BILL = 100 CREDITS
6	500 chf	1 BILL = 500 CREDITS
7	1.000 chf	1 BILL = 1.000 CREDITS
8	5.000 chf	1 BILL = 5.000 CREDITS
9	0	-
PULSE	10 chf	1 PULSE = 10 CREDITS

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EXTRA OPTIONS

MONITOR COUNT   2
ORIGINAL VER.   CoolFire
KEY IN   Enable
KEYBOARD8   Disable
COUNTER RATE   1/1
HOPPER   Enable

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When using hopper function, must set "enable" for hopper
-   .
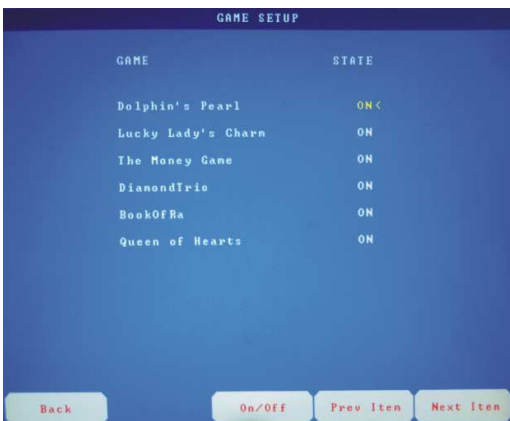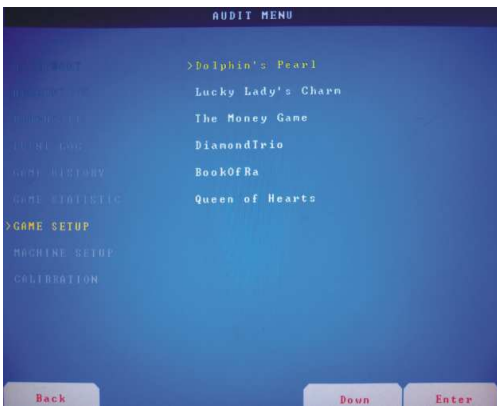Without initialization of the board at turning the key， the following menu is available:

-ATTENDANT
-ACCOUNTING
-DIAGNOSTIC
-EVENT LOG
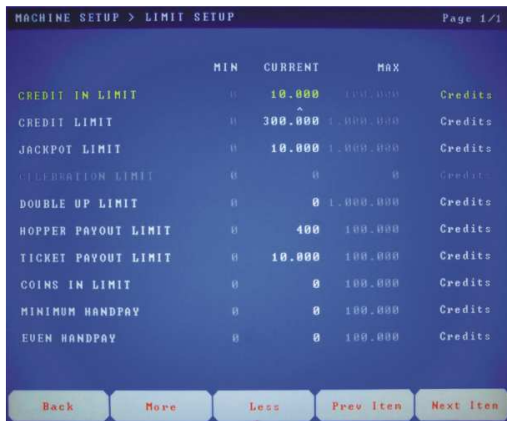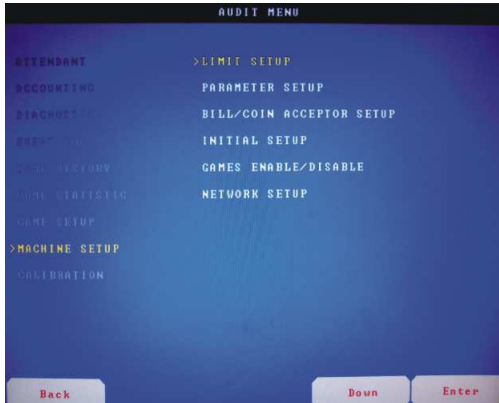-GAME HISTORY
-GAME STATISTIC

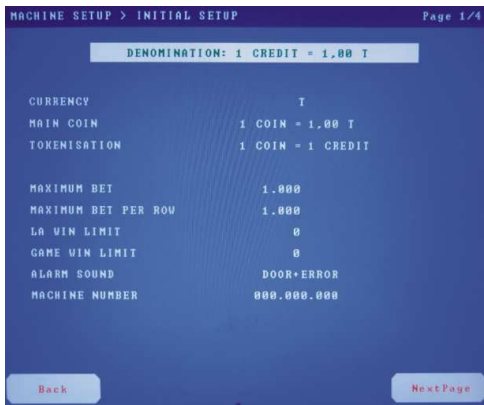At turning the key with the door opened (lead 16A to the ground) the following is available:

-GAME SET UP

-MACHINE SET UP

DENOMINATION: 1 CREDIT = 1.00 T
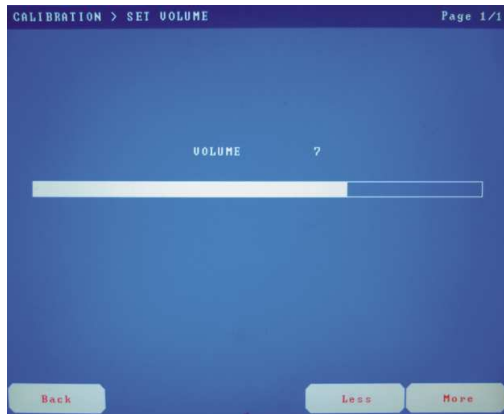
CURRENCY	T
MAIN COIN	1 COIN = 1.00 T
TOKENISATION	1 COIN = 1 CREDIT
MAXIMUM BET	1.000
MAXIMUM BET PER ROW	1.000
LA WIN LIMIT	0
GAME WIN LIMIT	0
ALARM SOUND	DOOR+ERROR
MACHINE NUMBER	000.000.000

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START MODE	2: AUTOSTART
REMOTE INPUT	1: ENABLED
HANDPAY CREDIT	1: ENABLED
BILL INPUT	1: TO CREDIT
COIN INPUT	3: TO CREDIT
WIN OUTPUT	1: TO CREDIT
PAY AT JACKPOT LIMIT	0: WIN
PAY AT CREDIT LIMIT	1: WIN + CREDIT
PARTIAL PAY MODE	0: NO PARTIAL HANDPAY
HOPPER REMAINDER	0: TO CREDIT
LANGUAGE	0: ENGLISH

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-CALIBRATION

-TIME SET UP ADJUSTMENT

AUDIT MENU

>CLOCK SETUP
SET VOLUME

DIAGNOSTIC
EVENT LOG
GAME HISTORY
GAME STATISTIC
GAME SETUP
MACHINE SETUP
>CALIBRATION

Back   Down   Enter

2010-NOV-03 10:46.37
^

Back   More   Less   Prev Item   Next Item
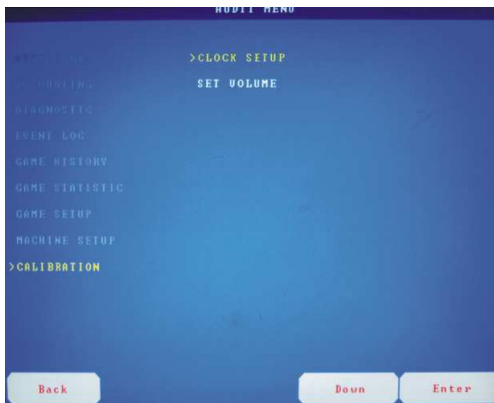
-VOLUME ADJUSTMENT

In the menu MACHINE SETUP/PARAMETER SETUP, the setting REMOTE INPUT is a permission or prohibition of the key credit setting.

At the setting REMOTE INPUT switched on, the key credit is set as pointed out below:
-    - turn the key -
    - press HOLD5 twice
    - set the credit with the buttons HOLD3/HOLD4/HOLD5