

JP3


## CREDIT DISTRIBUTOR / OPERATOR MANUAL

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## CREDIT DISTRIBUTOR SETUP

## CONNECTORS

JP1: Not used
JP2: Cabinet
JP3: Coin controller
JP4: Not used


JP3

## Connector JP2

This connector should be connected to PCB wiring.

| JP2 | Description | Values | Source/destination |
| :--- | :--- | :---: | :--- |
| Pin 1 | Input GND. | GND | GND power supply |
| Pin 2 | Input VCC | +12 VCC | DC power supply |
| Pin 3 | Counter output | $0 /+5 /+12$ VDC | Coin counter |
| Pin 4 | Credits output | $+5 / 0$ VDC | Credits for CPU. |

## Connector JP3

Input connector of electronic coin controller, programmable per channels.

| PIN | Description | Activate |
| :---: | :---: | :---: |
| 1 | 0 V | 0 V |
| 2 | +12 VDC | +12 VDC |
| 3 | Output 5 | 0 V |
| 4 | Output 6 | 0 V |
| 5 | --- |  |
| 6 | Lock | High |
| 7 | Output 1 | 0 V |
| 8 | Output 2 | 0 V |
| 9 | Output 3 | 0 V |
| 10 | Output 4 | 0 V |

Layout view corresponding

|  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| 9 | 7 | 5 | 3 | 1 |
| 10 | 8 | 6 | 4 | 2 | to components side.

## PROGRAMMING OF COIN CONTROLLERS

Contollers supported by: COIN CONTROLS C-120 SR3
MARS NRI CASHFLOW 330
G-13.6000

|  | OPA | OPB | OPC | OPD | OPE | OPF |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Channel <br> 1 | Channel <br> 2 | Channel <br> 3 | Channel <br> 4 | Channel <br> 5 | Channel <br> 6 |
| Coin Control C-120 | Coin 1 | Coin 2 | Coin 3 | Coin 4 | Coin 5 | Coin 6 |
| PIN controller | 7 | 8 | 9 | 10 | 3 | 4 |
| Germany | $==$ | $==$ | 5 Dm | $==$ | 2 Dm | 1 Dm |
| Switzerland | $==$ | $==$ | 5 FS | $==$ | 2 FS | 1 FS |
| France | 20 FF | 10 FF | 5 FF | $==$ | 2 FF | 1 FF |
| Italy | $==$ | $==$ | 500 L | $==$ | 200 L | 100 L |
| United States | $==$ | $==$ | $==$ | $1 \$$ | 50 Ct | 25 Ct |
| Great Britain | $==$ | 1 Lb | 50 Pe | $==$ | 20 Pe | 10 Pe |
| Spain | 500 Pt | $==$ | 200 Pt | 100 Pt | 50 Pt | 25 Pt |
| Portugal | $==$ | $==$ | $==$ | 200 Es | 100 Es | 50 Es |
| Australia | $==$ | $==$ | $5 \$$ | $==$ | $2 \$$ | $1 \$$ |
| Belgium | $==$ | $==$ | 50 FB | $==$ | 20 FB | $==$ |
| Norway | 20 Kr | 10 Kr | 5 Kr | $==$ | $==$ | 1 Kr |
| Greece | $==$ | $==$ | $==$ | $==$ | 100 Dr | 50 Dr |
| Euro | $\mathbf{2 €}$ | $\mathbf{1 €}$ | $\mathbf{5 0}$ cents. | $\mathbf{=}$ | $\mathbf{=}$ | 20 cents. |

## SWITCH SETUP

## SW1: Always OFF

## SW2: Coin multiplication factor. (Euro [ $€$ ] coins always OFF)

| SW2= OFF | Channel: | 1 | 2 | 3 | 4 | 5 | 6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| (Europe except Spain) | Value: | $\times 20$ | $\times 10$ | $\times 5$ | x 4 | x 2 | $\times 1$ |
| SW2= ON | Channel: | 1 | 2 | 3 | 4 | 5 | 6 |
| (Spain and USA) | Value: | $\times 20$ | x 10 | x 8 | x 4 | x 2 | x 1 |

## SW3: Not used

## SW4-SW5: Extra credits (Bonuses)

Combination of these two dip switches is used to program bonuses (free games) according to the scale shown in the table. The table varies according to the game price selected.

## SW6-SW7-SW8: Game price

These dip switches are used to choose the game price. The bonus table shows the combination of game prices with the payments that allow the player to obtain extra games (bonuses).

| EURO € |  |  |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| CREDITS TABLE |  |  |  | BONUS TABLE (SW4/SW5) |  |  |  |  |  |  |  |
| GAME PRICE | SW6 | SW7 | SW8 | SW4 | SW5 | SW4 | SW5 | SW4 | SW5 | SW4 | SW5 |
|  |  |  |  | OFF | OFF | ON | OFF | OFF | ON | ON | ON |
| 10 cents | OFF | OFF | OFF | NO BO | USES |  |  |  | , 40 |  |  |
| 20 cents | ON | OFF | OFF | NO BO | UUSES |  |  |  | , 40 |  |  |
| 30 cents | OFF | ON | OFF | NO BO | UUSES |  |  |  | , 30 |  |  |
| 40 cents | ON | ON | OFF | NO BO | NUSES |  |  |  | 60 |  |  |
| 50 cents | OFF | OFF | ON | NO BO | NUSES |  |  |  | 00 |  |  |
| 80 cents | ON | OFF | ON | NO BO | UUSES |  |  |  | 60 |  |  |
| 1,00 € | OFF | ON | ON | NO BO | NUSES |  |  |  | 00 |  |  |
| 1,20 € | ON | ON | ON | NO BO | UUSES |  |  |  | 60 |  |  |

(*) Adds another credit for the second lap.

## APLICATION EXAMPLE

| Euro $€$ | SW1= | OFF | Not used |
| :---: | :---: | :---: | :---: |
|  | SW2= | OFF | Always OFF using Euro coin |
|  | SW3= | OFF | Not used |
|  | $\begin{aligned} & \text { SW4= } \\ & \text { SW5= } \end{aligned}$ | OFF <br> ON | Extra credit with 2 Euros |
| $\begin{aligned} & 10 \text { cents }=1 \\ & \text { pulse } \end{aligned}$ | $\begin{aligned} & \hline \text { SW6= } \\ & \text { SW7= } \\ & \text { SW8= } \end{aligned}$ | $\begin{aligned} & \hline \text { OFF } \\ & \text { ON } \\ & \text { ON } \end{aligned}$ | 10 pulses / 1 credit. |
| RESULT: |  |  | 1 Euro /1 credit; 2 Euros / 3 credits |

## NOTES

COVIELSA - ADAPTER C120-SR3

NOTES

